



“Two Swords”
1042-248
Final Board

Date 02/09/16

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 02/09/16
- ☒ Final Board

Adventure Time Created by
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Storyboard by
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Steve Wolfhard

Animation Studio
SAEROM

FEB 25 2016

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ADVENTURE TIME



Page _____

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

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EPISODE # 1042-248

Production :

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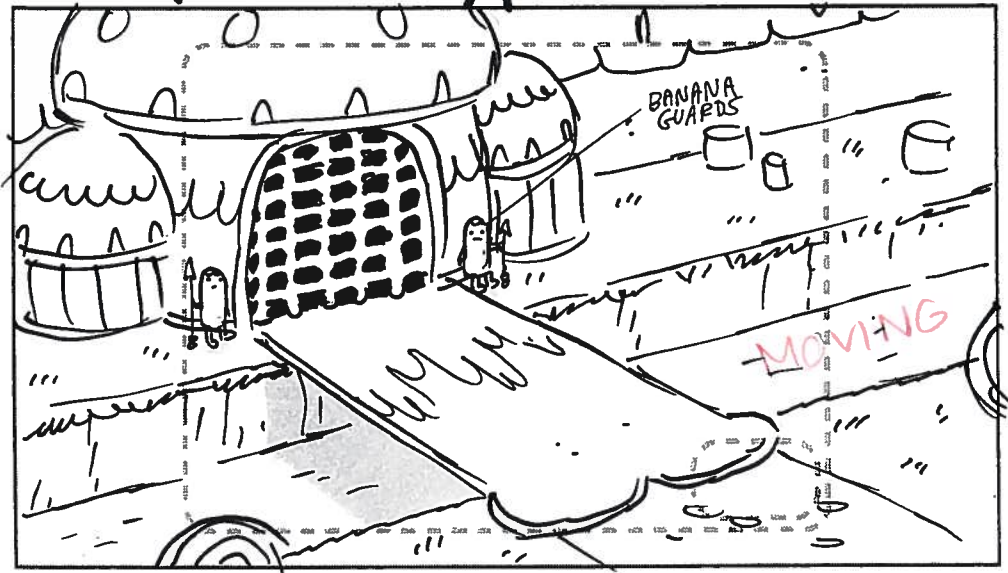
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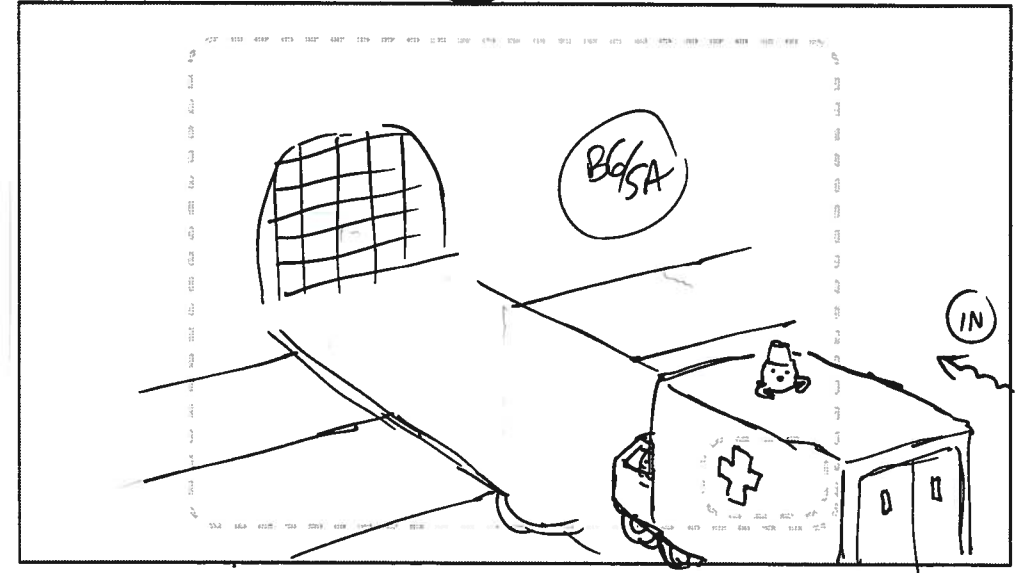
ADVENTURE TIME



Sc. 01 Pnl. A Bg. day night



Sc. 1cont Pnl. B Bg. day night



Dialog:	(BANANA GUARD) (OS) (siren noise) wee-ooo wee-oo wee-oo
Action:	- GIANT AMBULANCE DRIVES ON/S. FEB 25 2016
Timing:	



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Production :

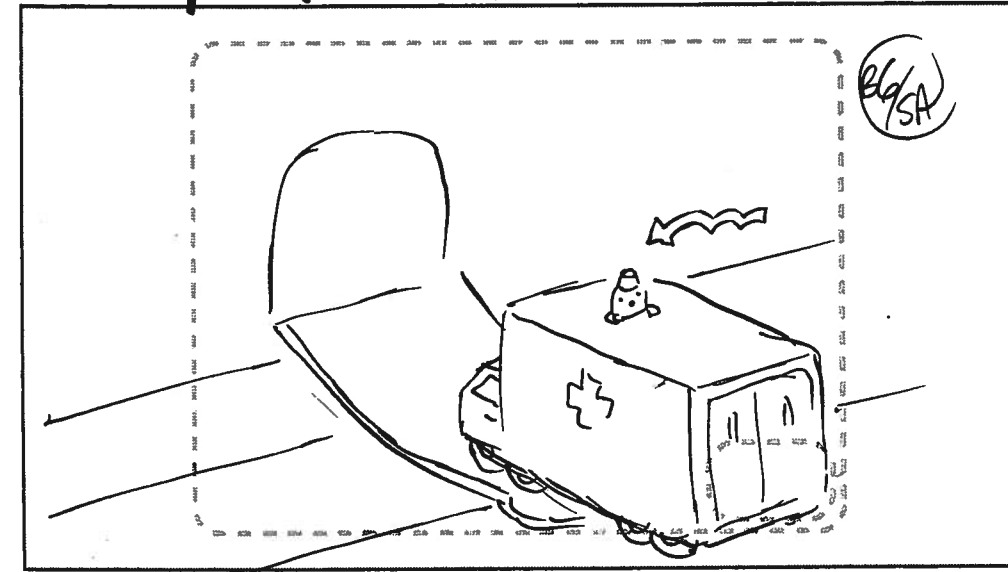
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ADVENTURE TIME

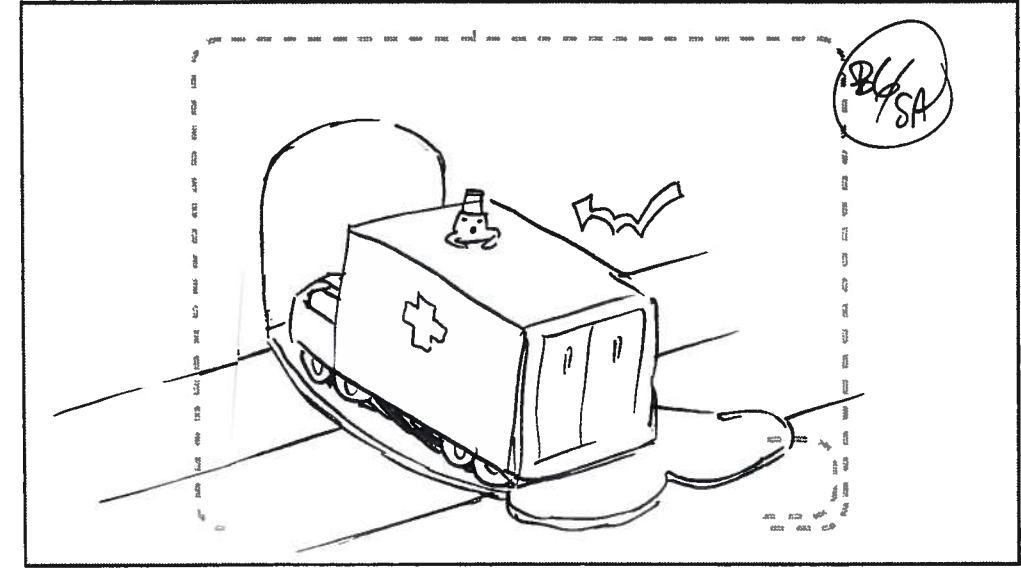


Page 2

Sc. 1/cont Pnl. C Bg. day night



Sc. 1/cont Pnl. D Bg. day night



<p>Dialog:</p> <p><u>BG</u> (continued)</p> <p><u>SFX</u> * BRIDGE CREAK *</p>		<p>Dialog:</p> <p><u>BG</u> (continued)</p> <p><u>SFX</u> * creak creak *</p>	
<p>Action:</p> <p>- DRAW BRIDGE BOWS AS AMBULANCE CROSSES</p>		<p>FEB 25 2016</p>	
<p>Timing:</p>			

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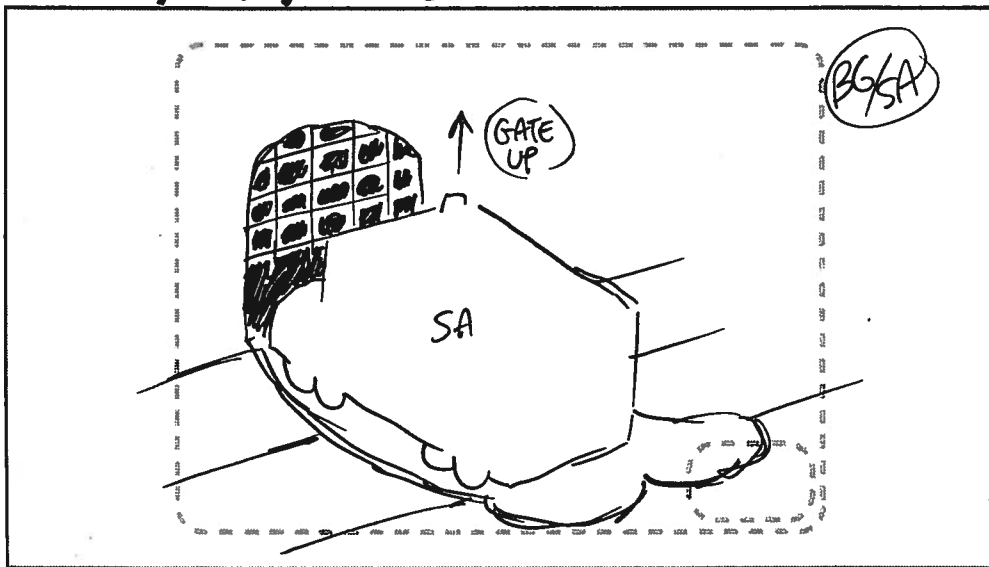
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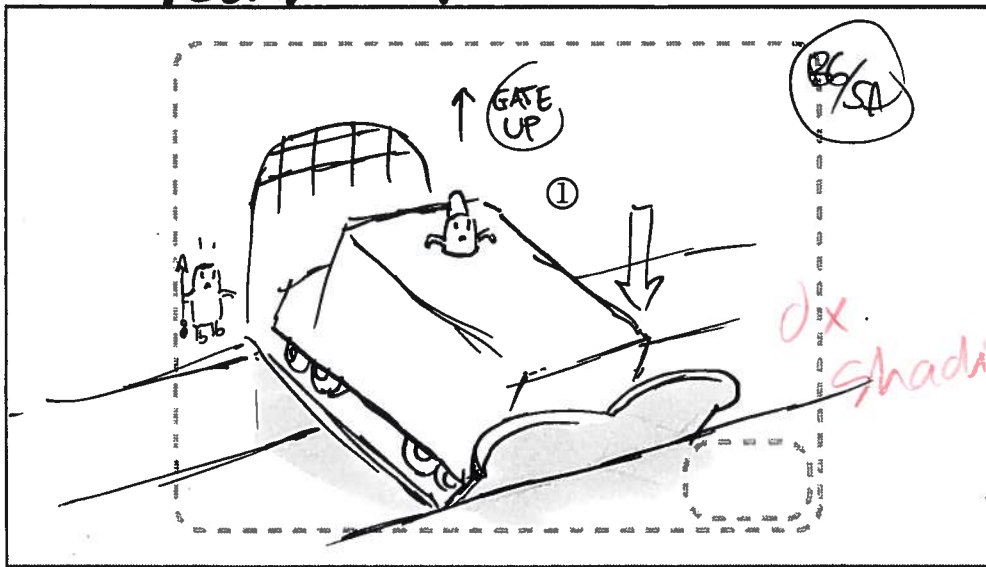
ADVENTURE TIME

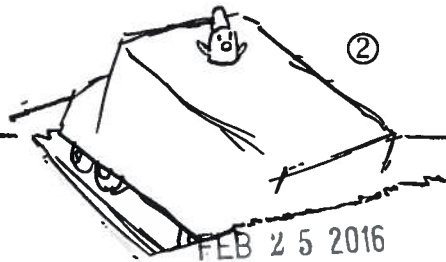


Sc. 0 / cont Pnl. E Bg. day night



Sc. 0 / cont Pnl. F Bg. day night



Dialog:	(BG) (continued)	(Sfx) = CRACK! :
Action:	- GATE RISES.	- BRIDGE SNAPS
Timing:		

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Production :

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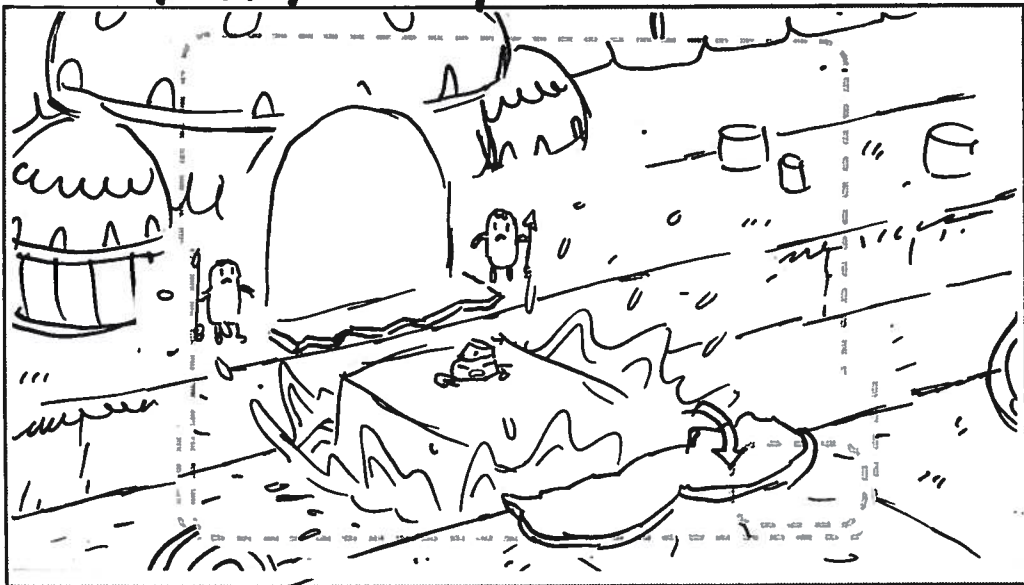
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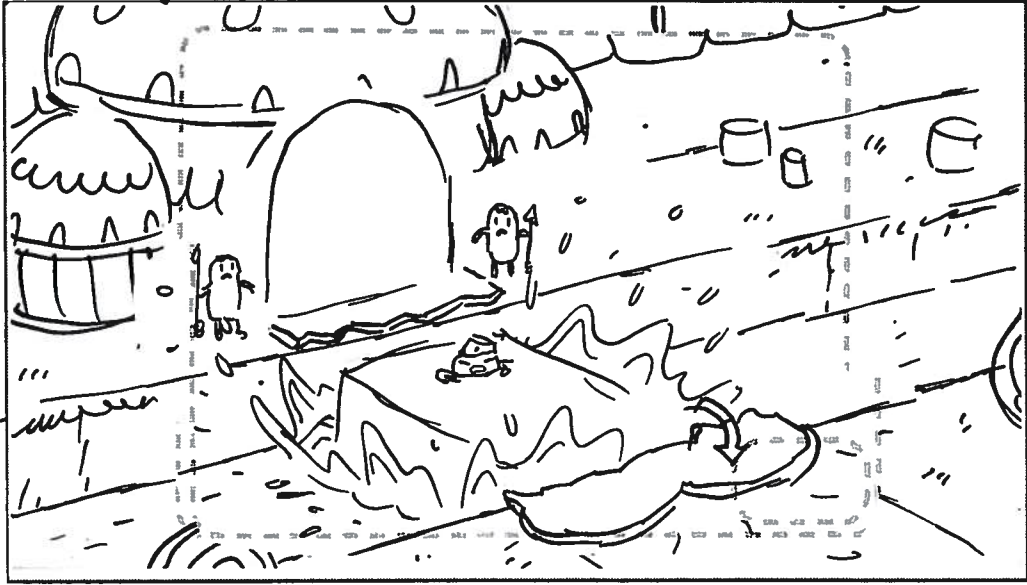


Water is solid

Sc. 1/CONT Pnl. G Bg. day night



Sc. 1/CONT Pnl. H Bg. day night



Dialog:

SFX: * SPSHH! *

PRINCESS BUBBLEGUM

VO

okay, how about now?

Action:

- AMBULANCE DROPS INTO MOAT.
- FRONT OF BROKEN BRIDGE DROPS FORWARD ONTO GROUND.

Timing:

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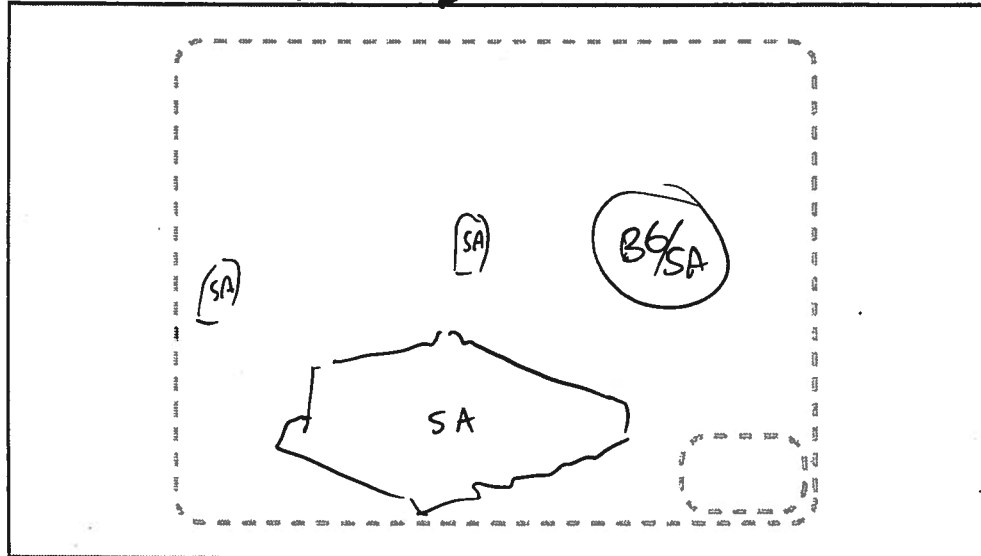
Production :

ADVENTURE TIME

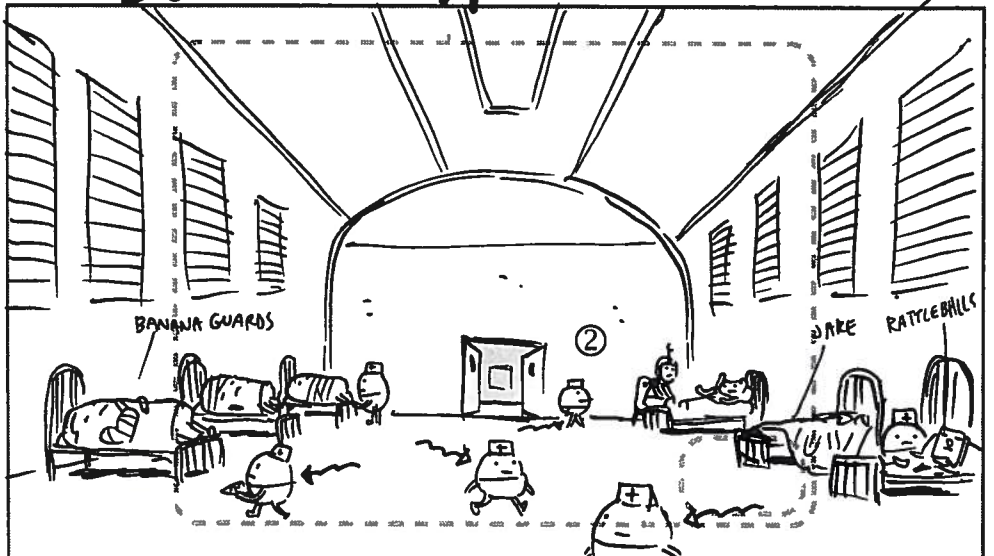


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Sc. 1 cont Pnl. I Bg. day night



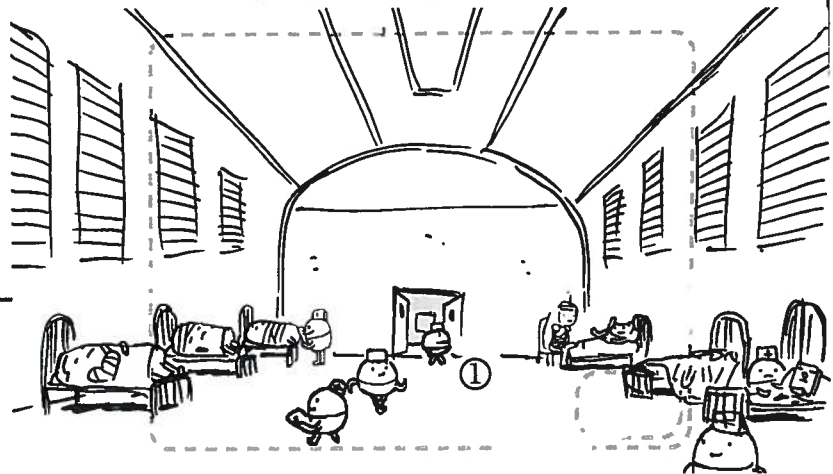
Sc. 2 Pnl. A Bg. day night



Dialog: (SFX) (mallet barking Finn's arm) = BONK : (FINN) Yeah, I can feel it. But there's a little delay.

Action:

Timing:



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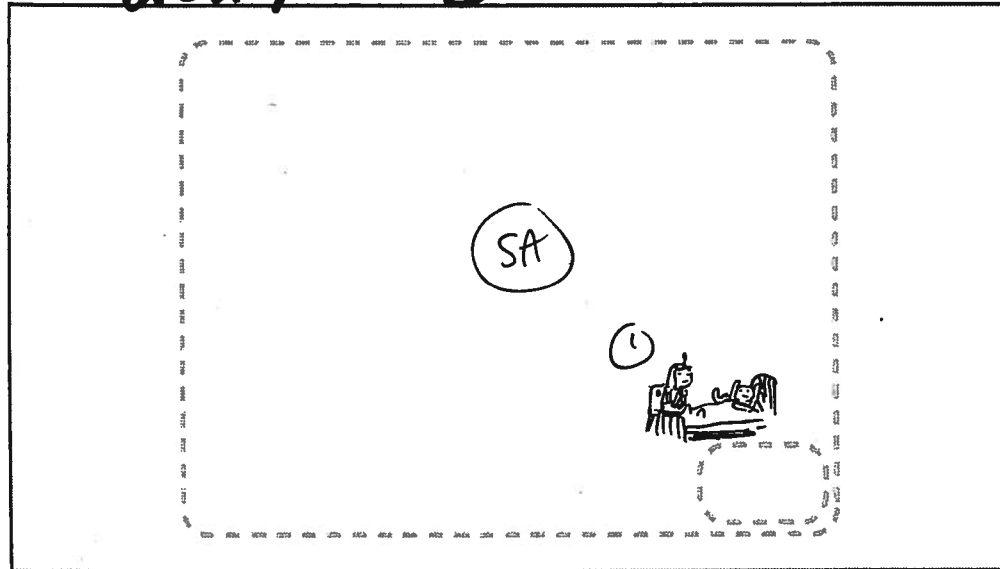
ADVENTURE TIME



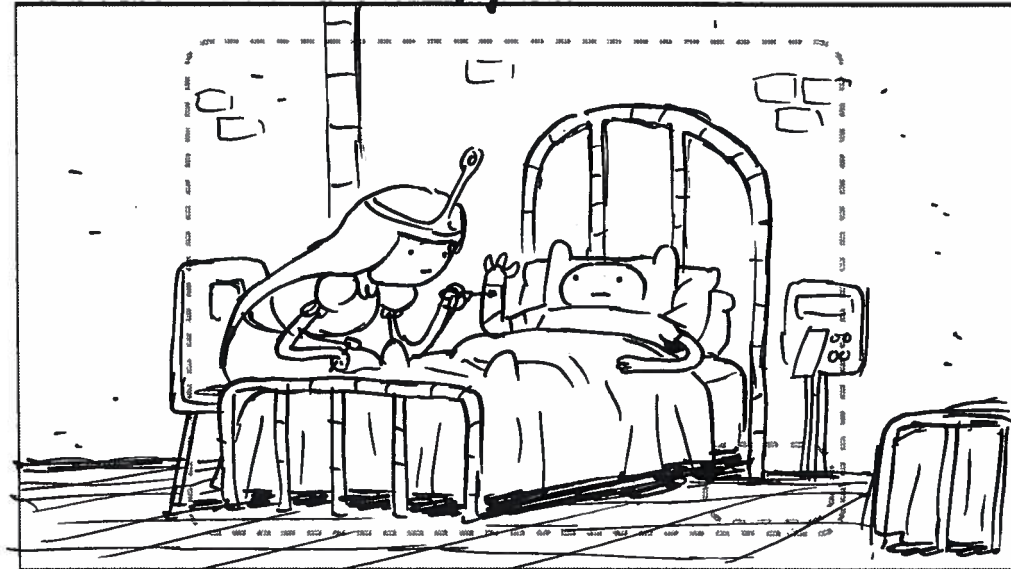
BODY UNDER COVER
NEVER MOVES

Page 06

Sc. *Acnt* Pnl. *B* Bg. day night



Sc. *3* Pnl. *A* Bg. day night



Dialog:	<i>PB:</i> Hmm...	<i>(SFX)</i> > SQUEAK SQUEAK <
Action:	-PB LEANS FORWARD WITH DRIVER.	<i>(1)</i> <i>(2)</i>
Timing:		<i>PB</i> FINN'S ARM SHOULD HAVE A LITTLE SCREW IN THIS SCENE

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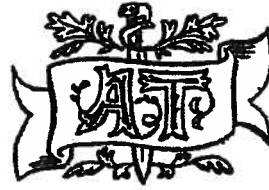
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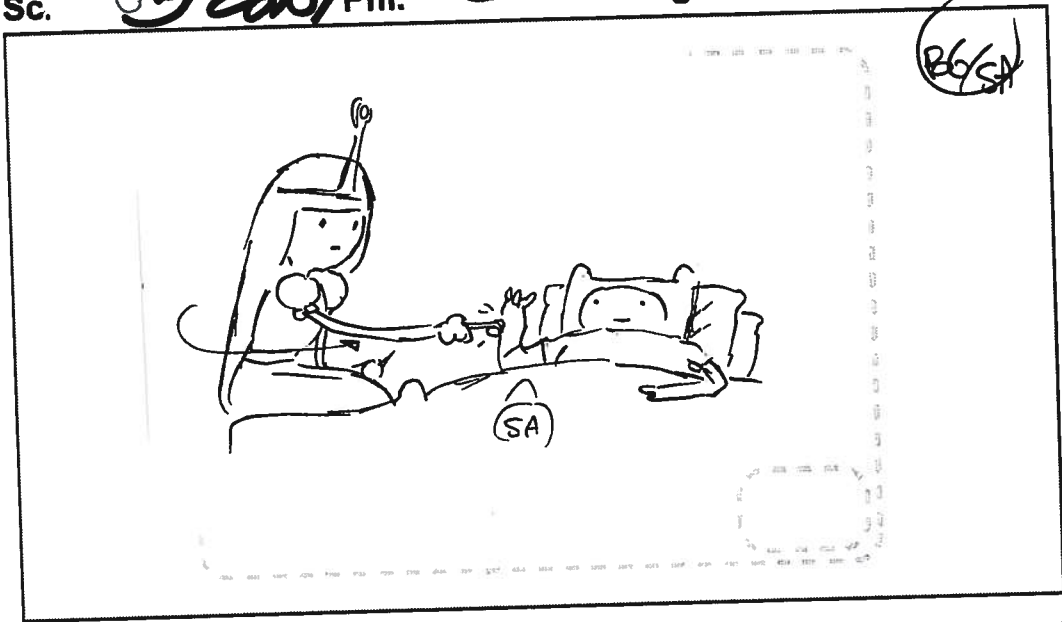
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ADVENTURE TIME



Page 7

Sc. 3 cont Pnl. B Bg. day night Sc. 3 cont Pnl. C Bg. day night



Dialog: (PB) How 'bout now?

(SFX) : BONK :

Action:

- PB HOLDS UP REFLEX HAMMER.

- PB TAPS FINN'S ARM.

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Timing:



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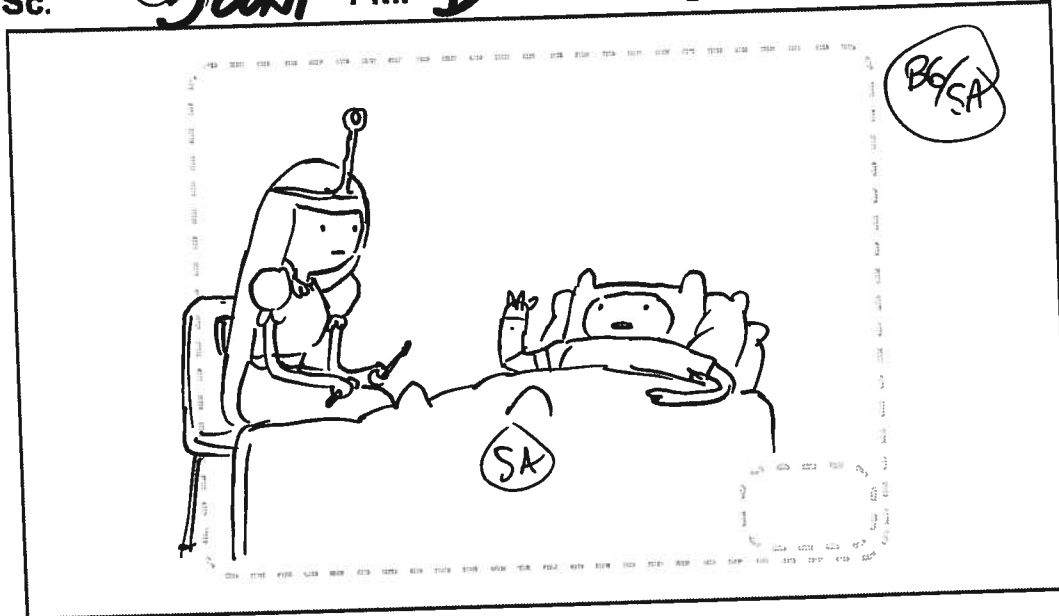
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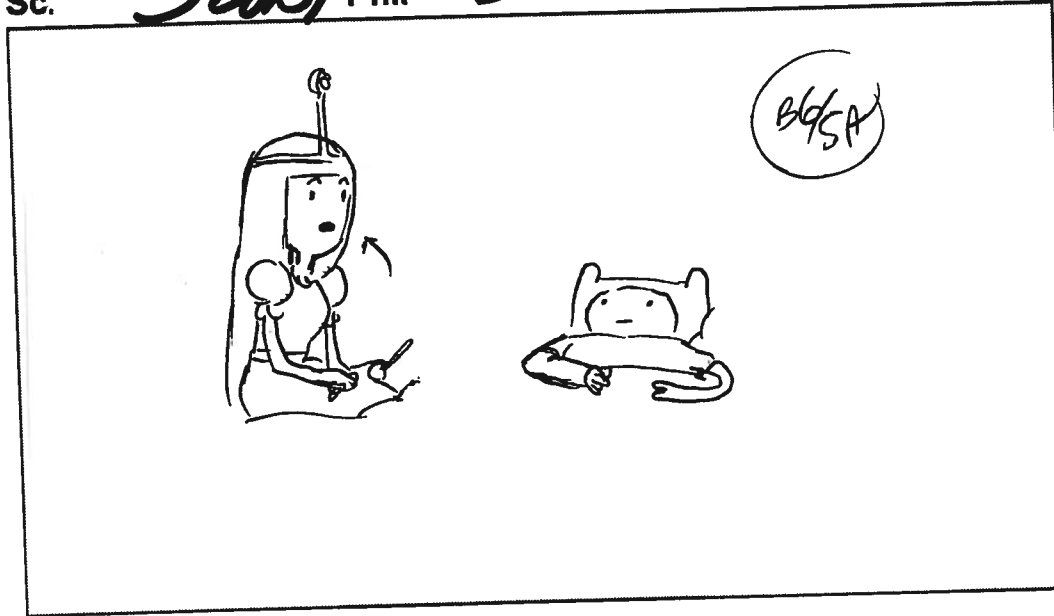


Page 08

Sc. 3cont Pnl. D Bg. day night



Sc. 3cont Pnl. E Bg. day night



Dialog: (F:) Now I felt it before you hit me.

(PB) Who? ... Really?

Action:

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Timing:

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Production :

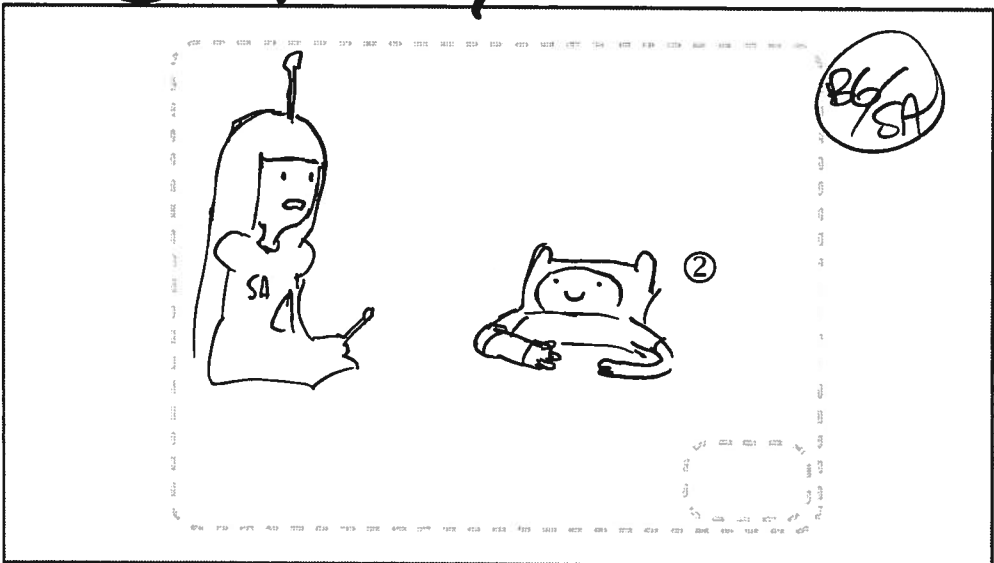
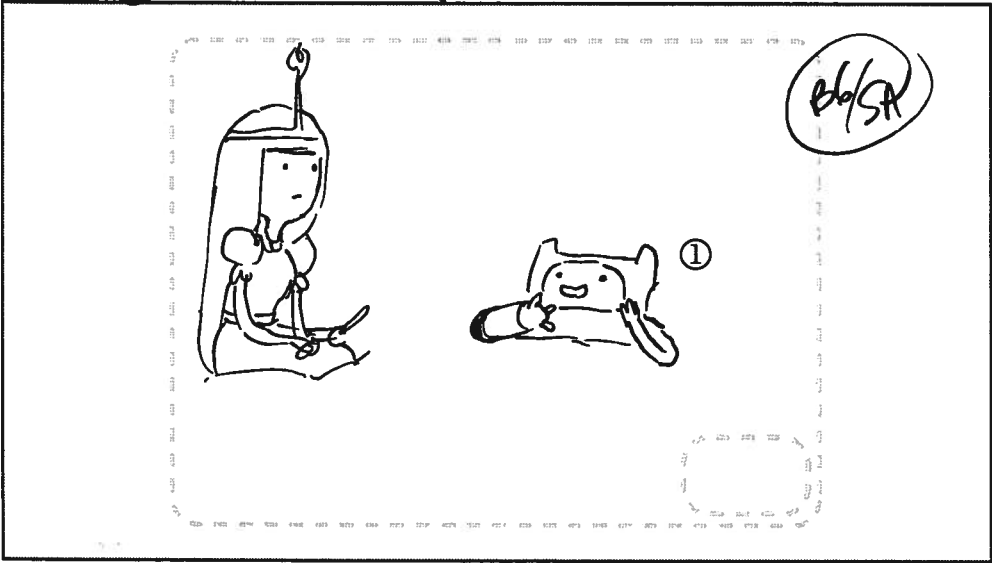
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ADVENTURE TIME



Sc. *Beant* Pnl. *F* Bg. day night Sc. *Beant* Pnl. *G* Bg. day night Page *9*



Dialog: *(FINN):* Haha - just kidding!
it's fine, it's fine. *(PB):* Finn!

Action:  *(2)*  *(1)* FEB 25 2016

Timing:

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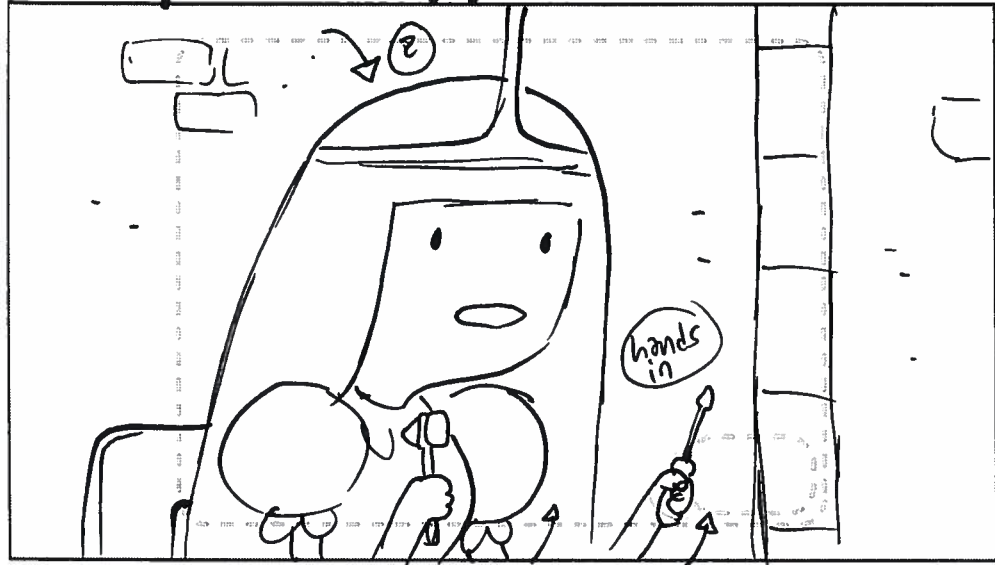
Production :

ADVENTURE TIME

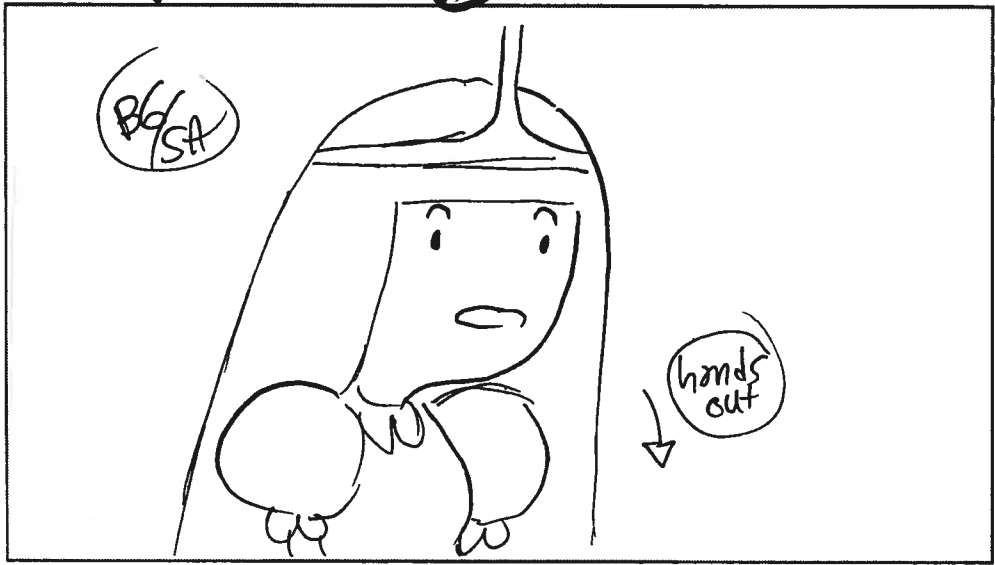


Page 10

Sc. 4 Pnl. A Bg. day night



Sc. 4 cont Pnl. B Bg. day night



Dialog:	(PB) c'mon now - this is serious -	(PB) → and expensive.
Action:	①	
Timing:		

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Production :

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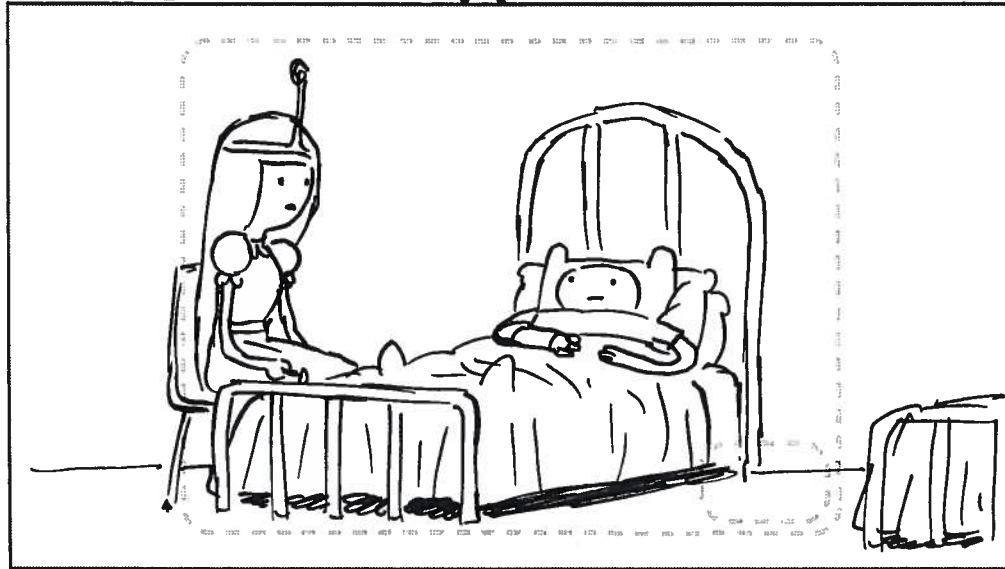
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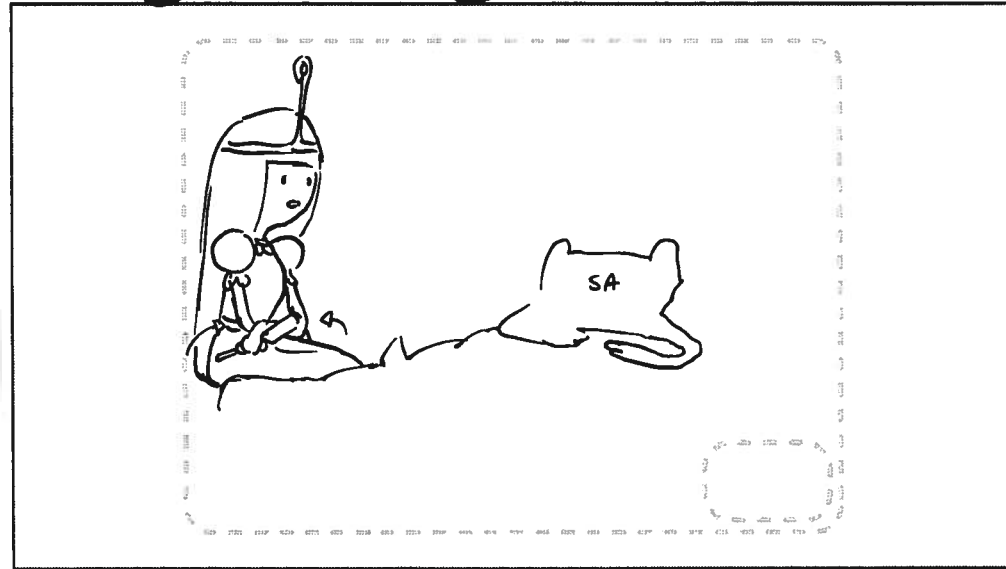


Page 11
day night

Sc. 5 Pnl. A Bg. day night



Sc. 5 cont Pnl. B Bg. day night



Dialog: (PB) I've been working on this new arm since the last time this happened,

(PB) → so please don't blow it up so fast this time.

Action:

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Timing:

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ADVENTURE TIME



Page 12

Sc.

Scout Pnl.

C

Bg.

day night

Sc.

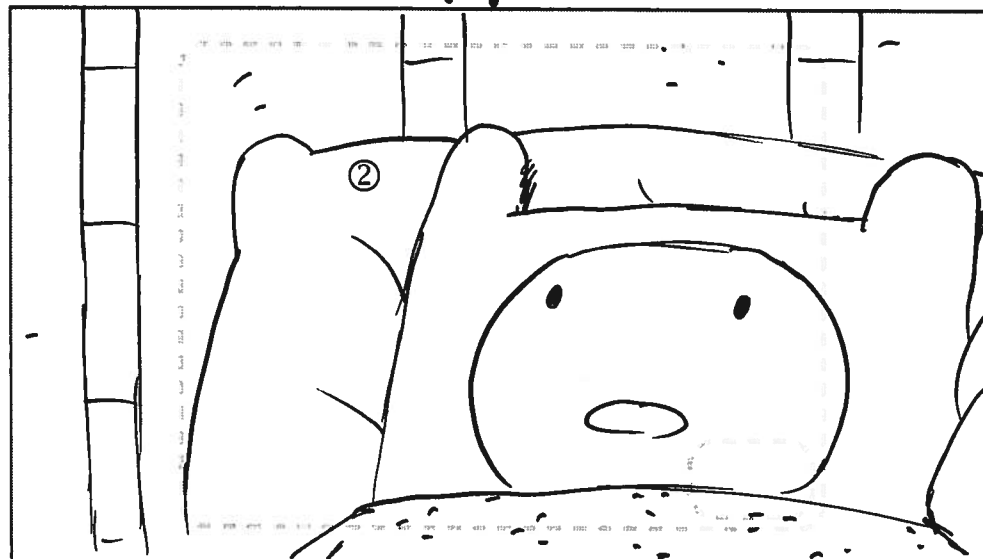
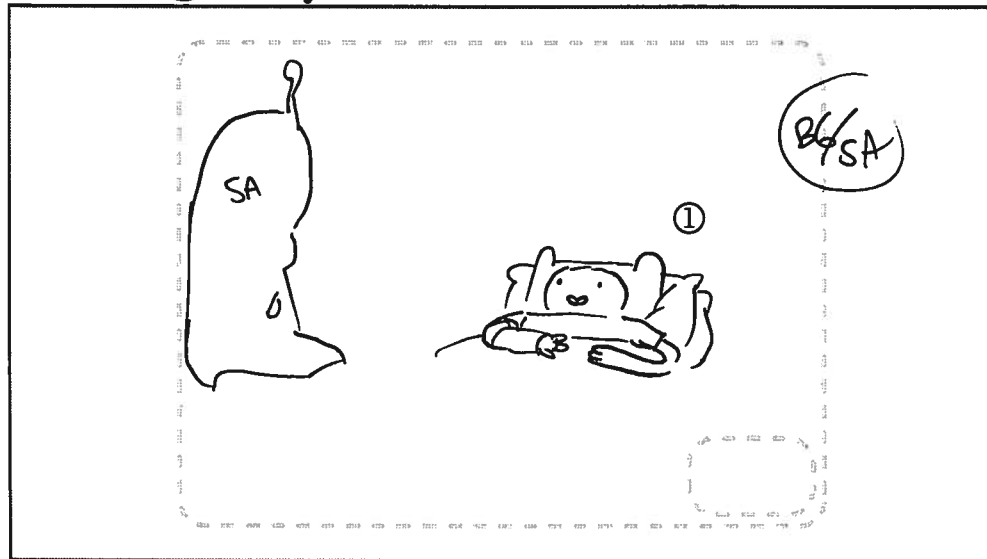
Q6

Pnl.

A

Bg.

day night



Dialog:

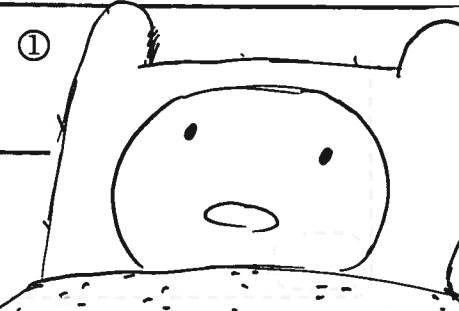
(F:) haha, we'll see.

(F:) Honestly though,

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Action:

Timing:



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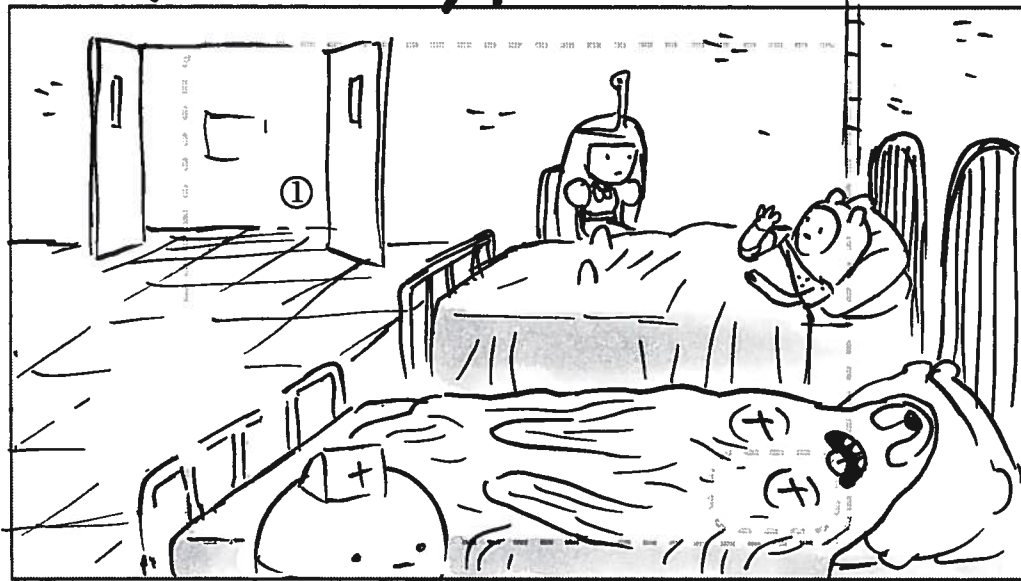
ADVENTURE TIME



Sc. 6 cont Pnl. B Bg. day night



Sc. 7 Pnl. A Bg. day night



Page 13
13A NEXT

Dialog:

(F:) → this doesn't even feel that weird now.

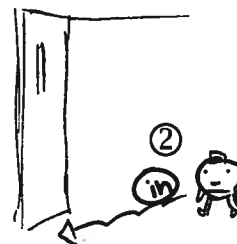
Action:

- F. HOLDS UP ARM AND STARES AT IT.

Timing:

(F:) I mean, maybe it's cuz it already happened once before, but →

-JAKE LIES ON BED NEXT TO FINN, FEB 25 2016



(Additional poses on pg 13A)

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ADVENTURE TIME

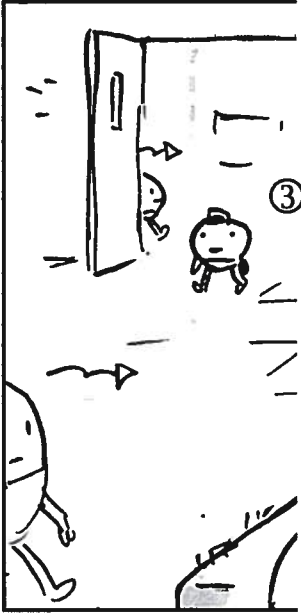


Sc. 7 *CONT*

Pnl. Poses

Bg.

day night



Dialog:
Action:
Timing:

FEB 25 2016

EPISODE #

Production:

ADVENTURE TIME



Page **14**

Sc. **7 cont** Pnl. **B**

Bg.

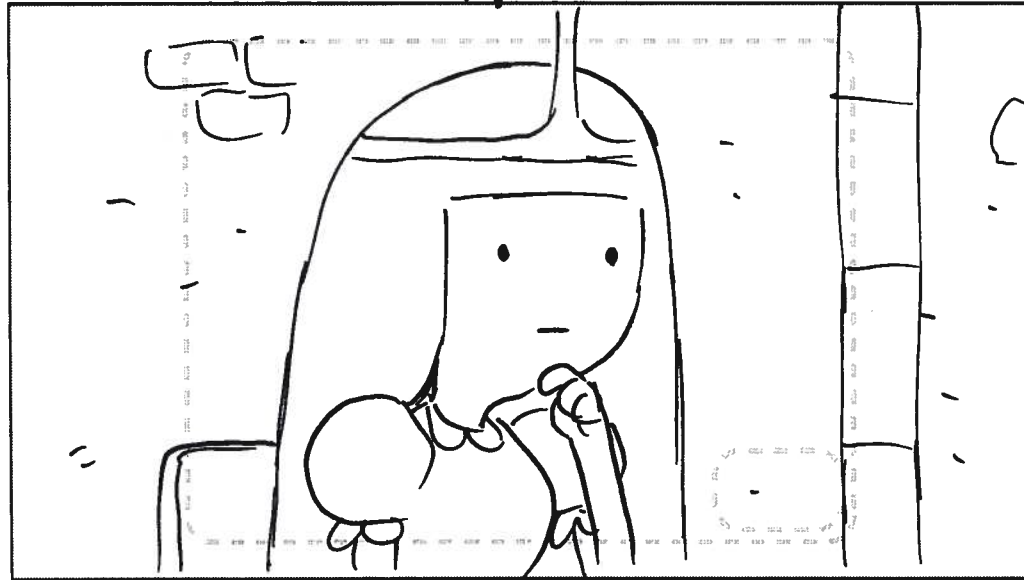
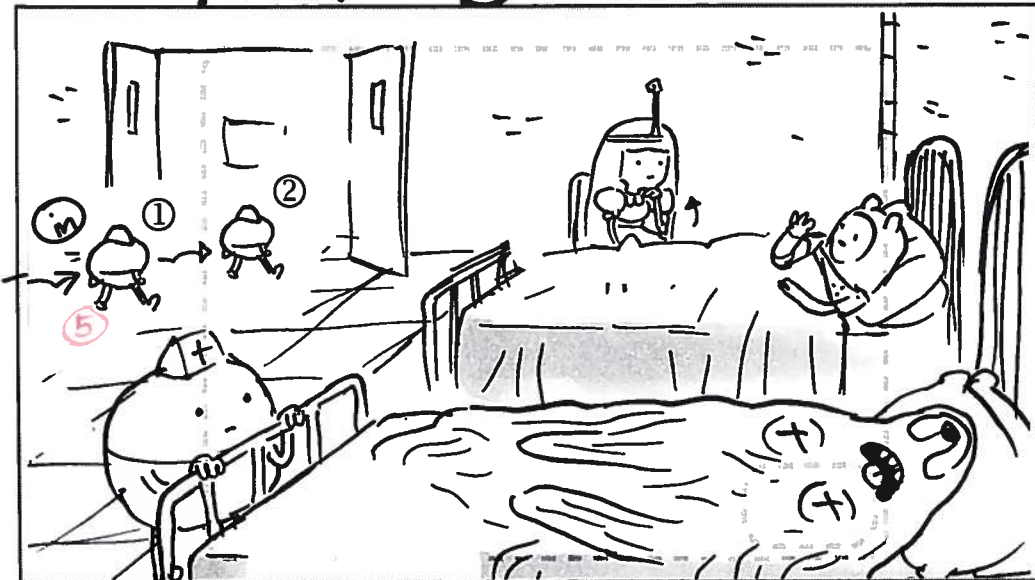
day night

Sc. **8**

Pnl. **A**

Bg.

day night



Dialog:

(F:) [monologue continues]

(F:) [monologue]

Action:

Timing:

FINN'S MONOLOGUE: Honestly though, this doesn't even feel that weird now. I mean, maybe it's cuz it already happened once before, but.. I don't know, it feels like normal I guess. I mean, I know it's "serious": Jake and Susan and Rattleballs all got pretty banged up. But for me, I guess, it's like... I don't know, it feels right or something. Is that normal? What's weird though is that grass guy... kinda rubs me the wrong way, that one.

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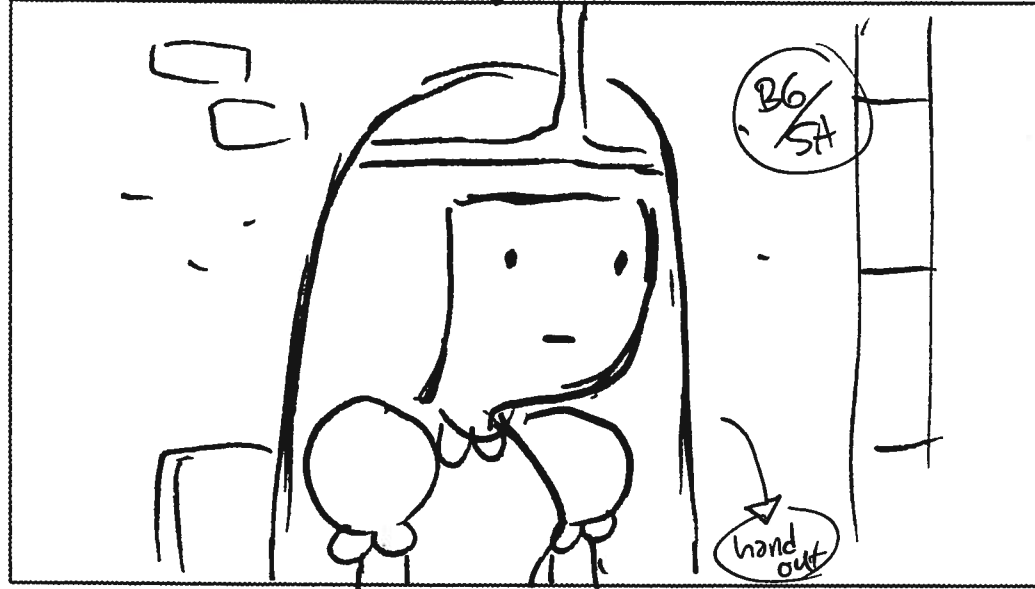
1042 248

ADVENTURE TIME



Page 15

Sc. 8 cont Pnl. B Bg. day night



Sc. 8 cont Pnl. C Bg. day night



Dialog:

(FINN) (OS): [monologue]

(FINN) (OS): [monologue]

Action:

-PB LOOKS TOWARDS DOOR.

FEB 25 2016

Timing:

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Production :

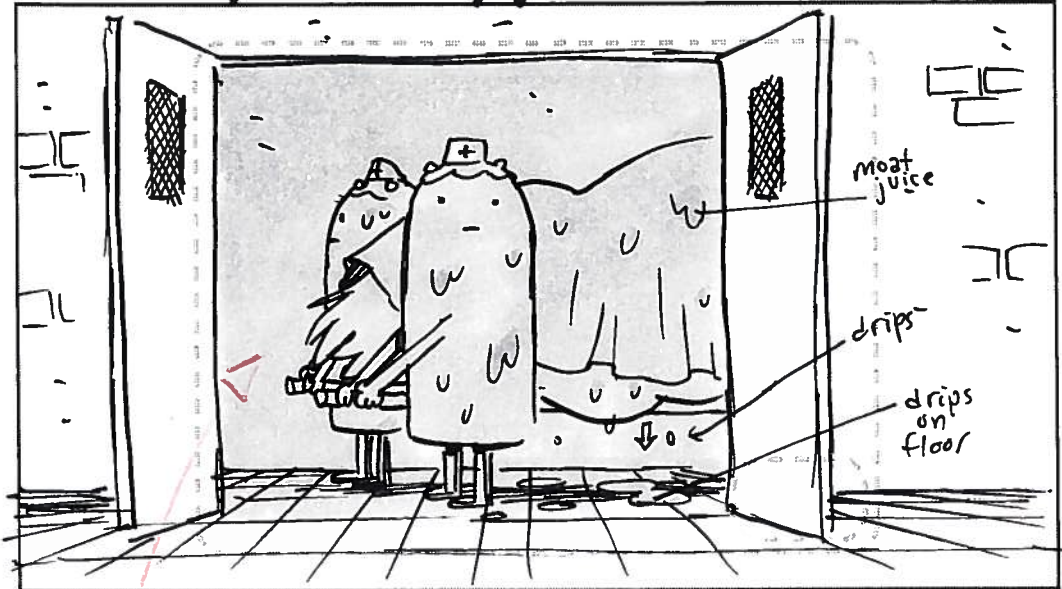
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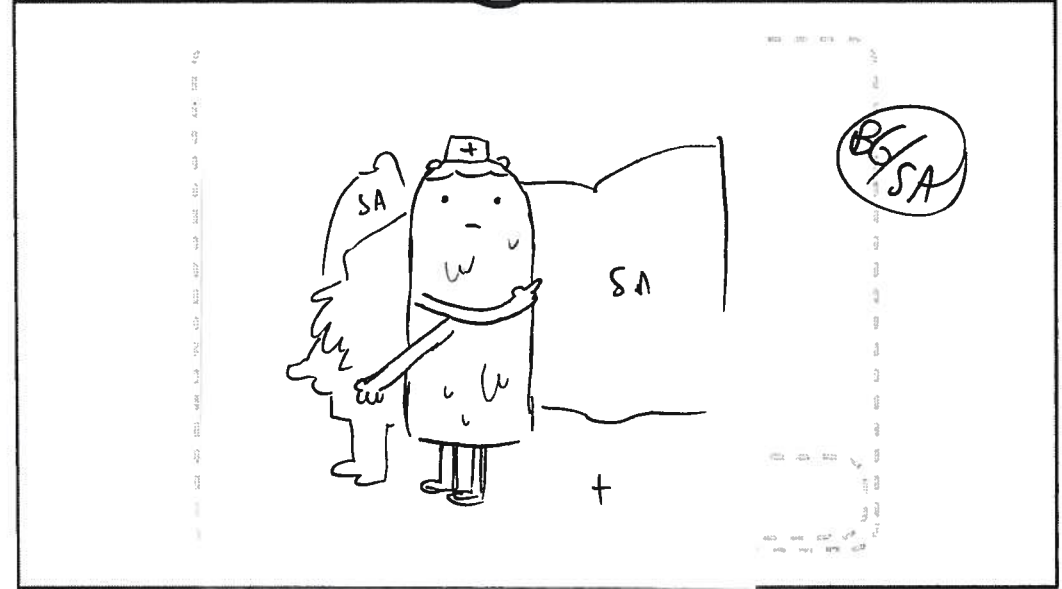
ADVENTURE TIME



Sc. 9 Pnl. A Bg. day night



Sc. 9 CONT Pnl. B Bg. day night



Dialog:	<p>(FINN) OS: [monologue]</p> <p>Animate drips in dx shadow</p>	<p>(SUSAN) (under sheet): :: GROOANN ::</p> <p>(FINN) OS: [monologue]</p>
Action:		<p>①: Banana Guard points to Susan</p> <p>②: Susan groans</p> <p>FEB 2 5 2016</p>
Timing:		

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Production :

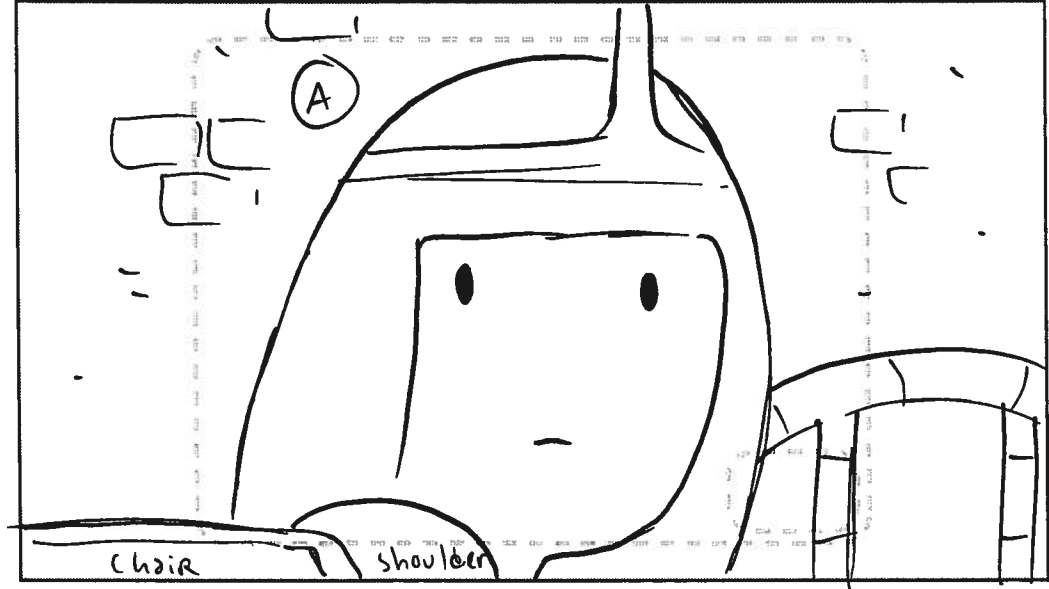
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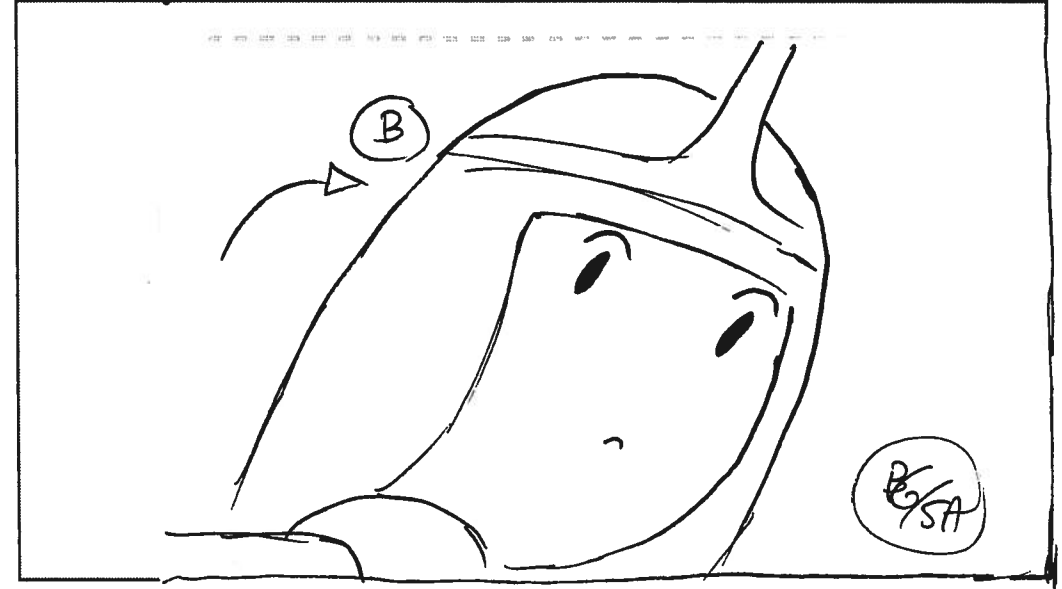
ADVENTURE TIME



Sc. 10 Pnl. A Bg. day night



Sc. 10 cont Pnl. B Bg. day night



Dialog:	
Action:	(A) (B) (C) (B) (C) - PB MOTIONS WITH HER HEAD.
Timing:	

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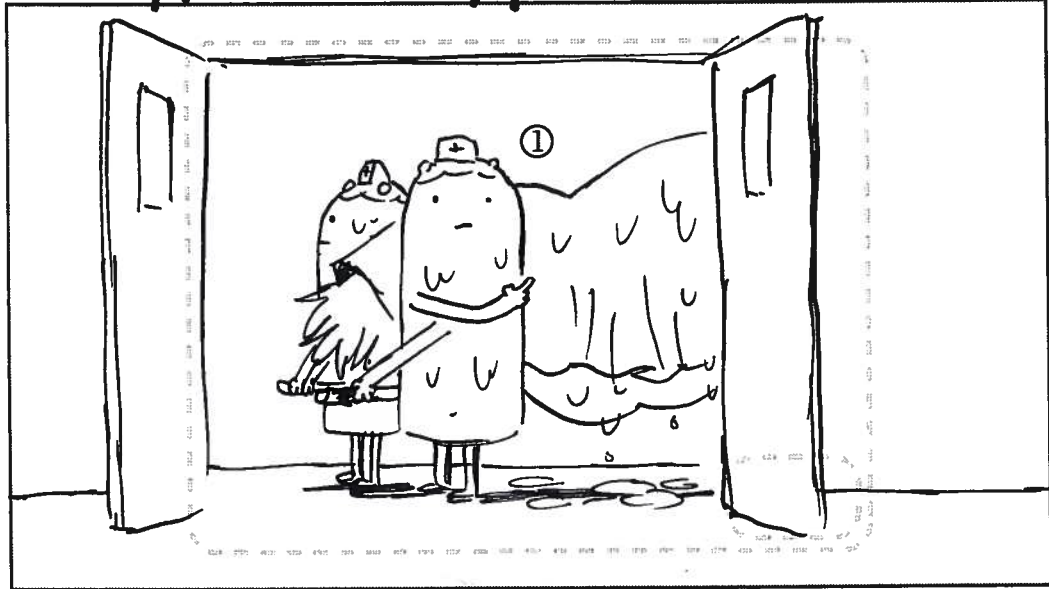
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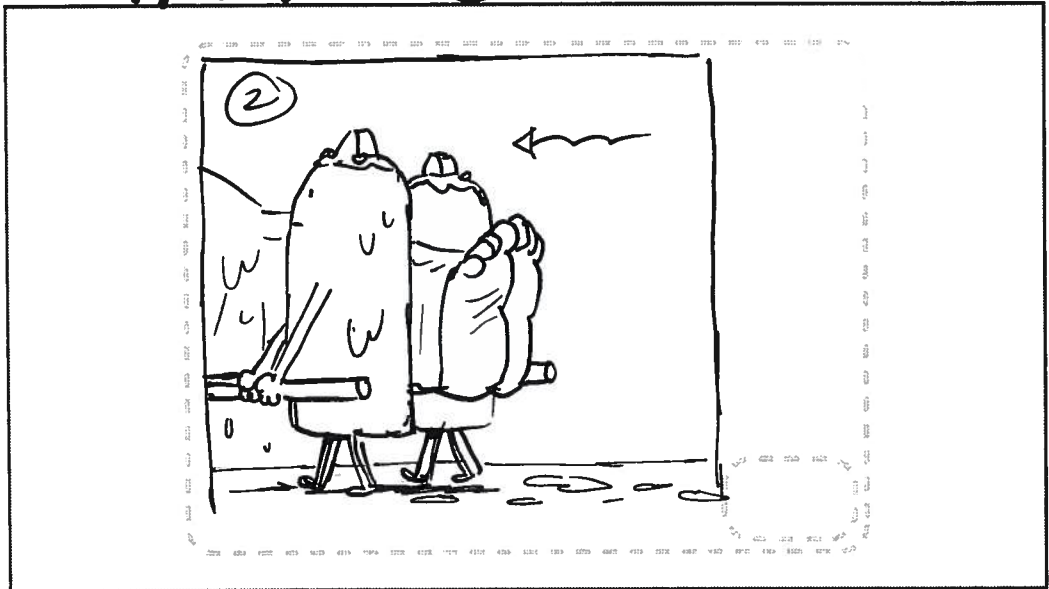
ADVENTURE TIME



Sc. 11 Pnl. A Bg. day night



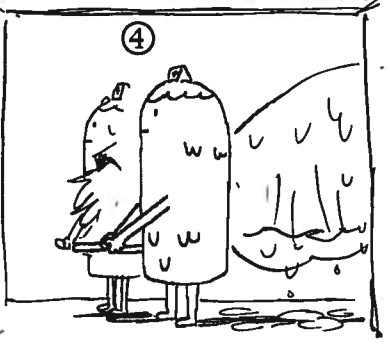
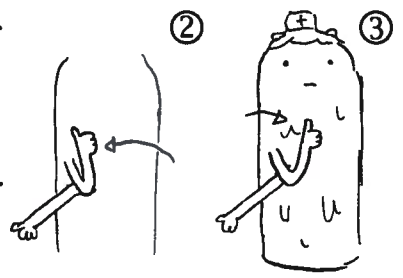
Sc. 11CONT Pnl. B Bg. day night



Dialog: FINN OS: [monologue]

Action:

Timing:

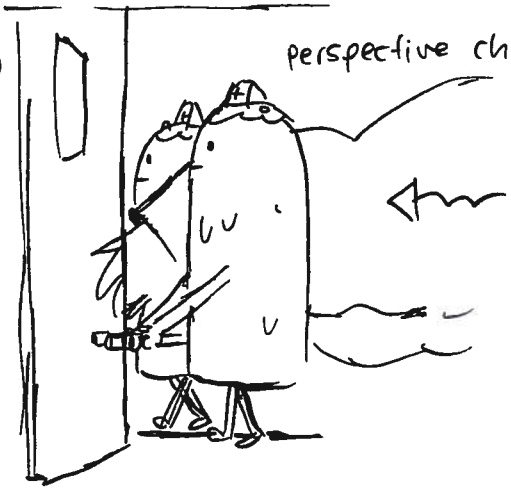


B. GUARD GIVES A THUMBS UP.

FINN OS: [monologue]

on

1



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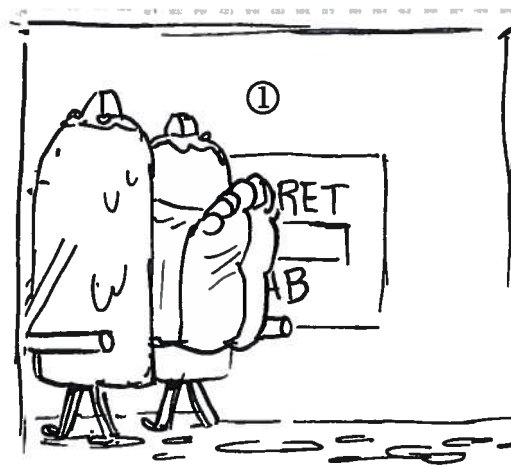
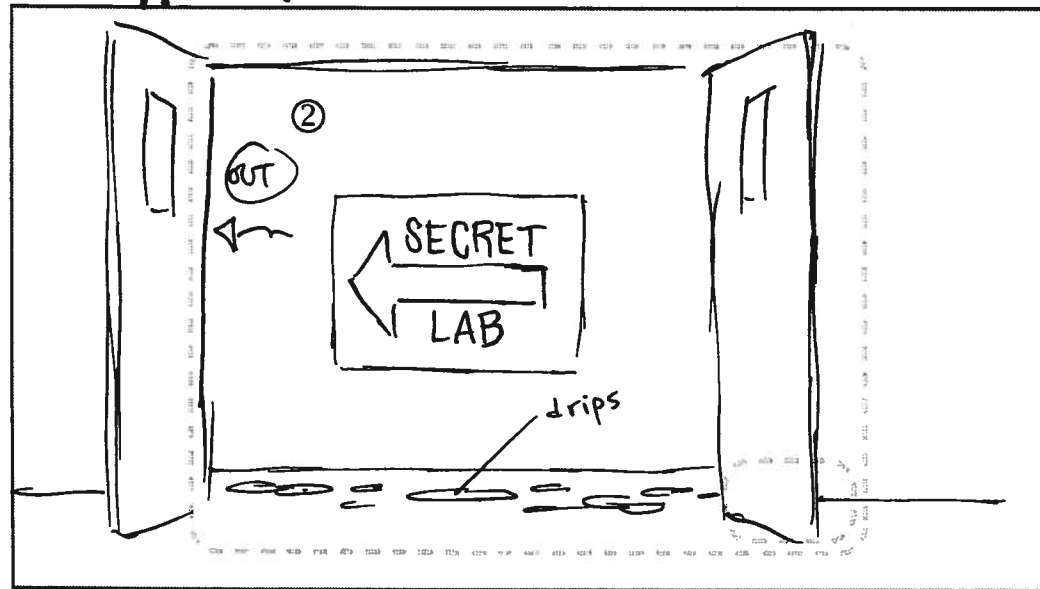
Production :

ADVENTURE TIME



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Sc. 11 CONT Pnl. C Bg. day night



SUSAN FULL BODY LENGTH :



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Dialog: FINN OS: [monologue]

Action:

Timing:

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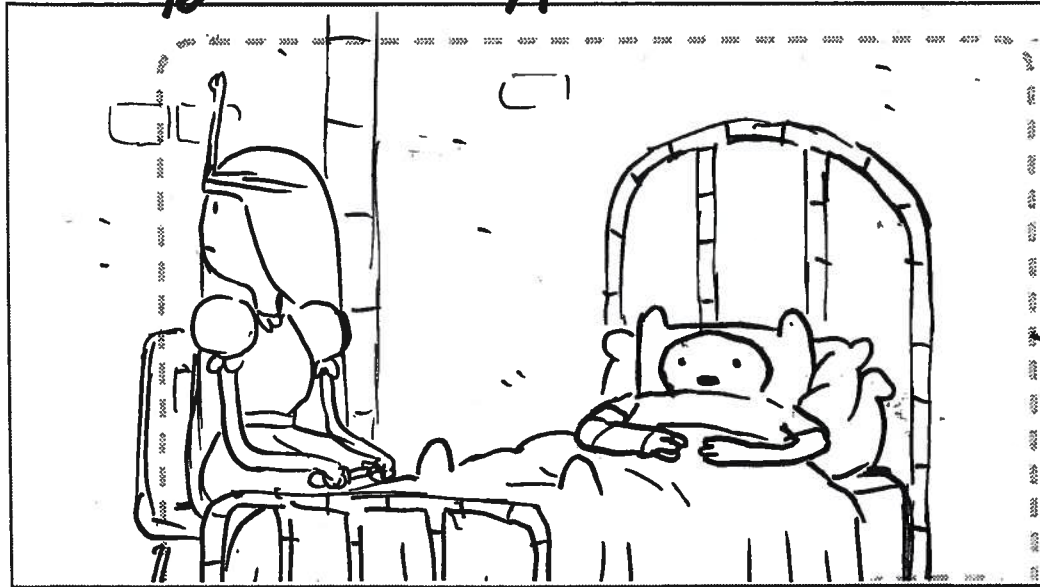
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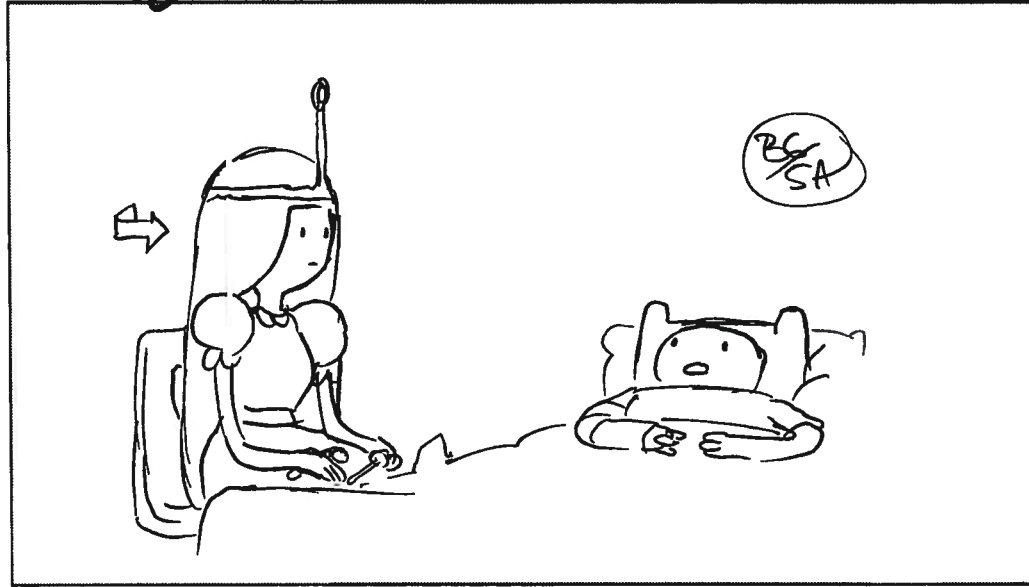


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Sc. 12 Pnl. A Bg. day night



Sc. 12 cont Pnl. B Bg. day night



Dialog: (F.) [monologue] ...what's weird though is that grass guy.

(FINN) → Kinda rubs me the wrong way, that one.

Action:

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Timing:

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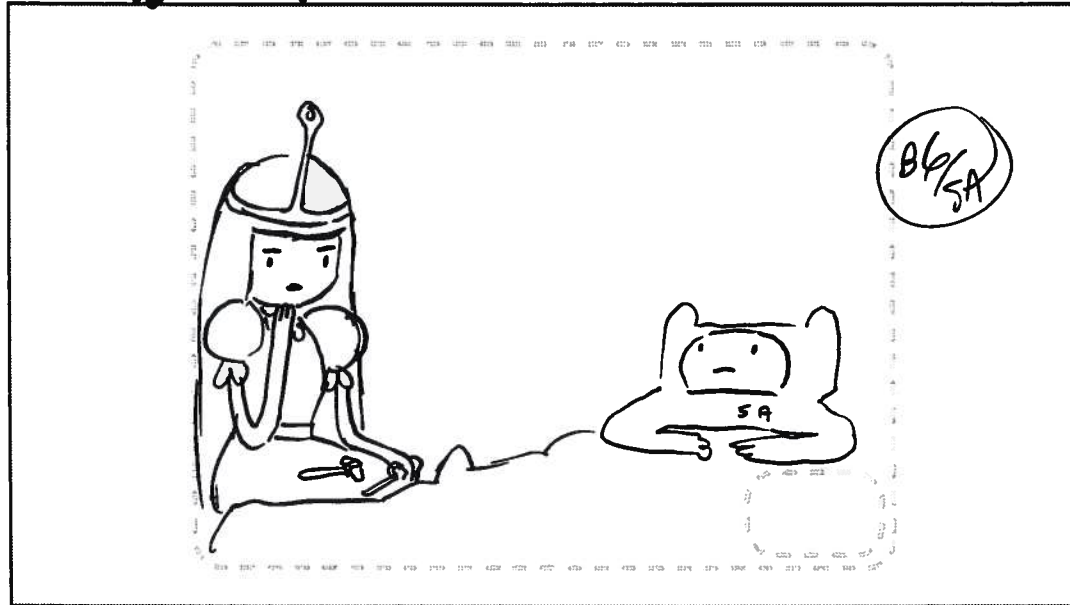
ADVENTURE TIME



Sc. 12 cont Pnl. C

Bg.

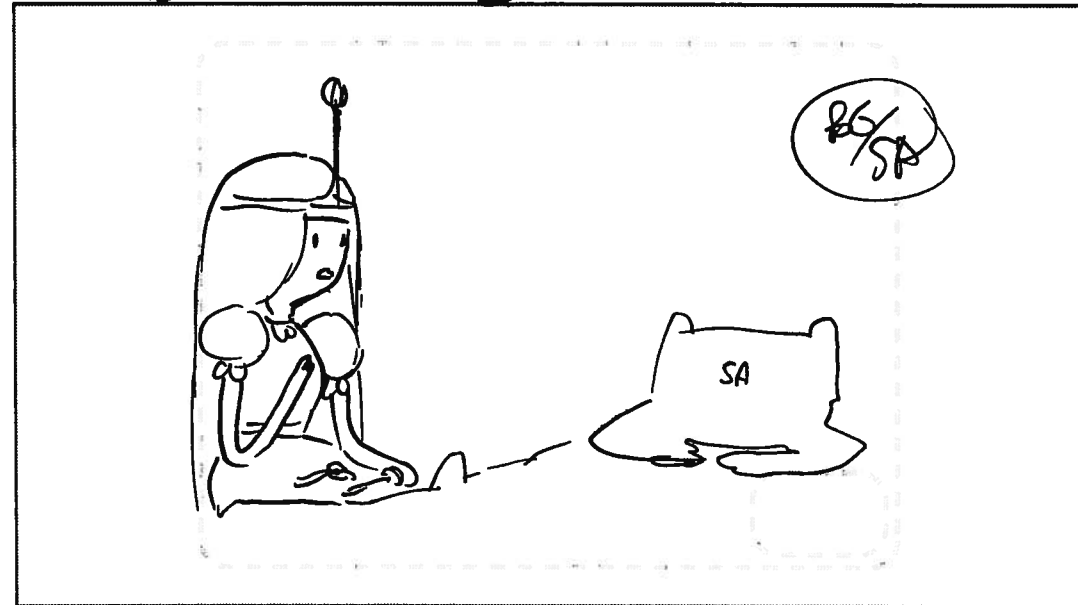
day night



Sc. 12 cont Pnl. D

Bg.

day night



Dialog: (PB:) Yes... the mysterious
grass guy...

(PB:) Tell me again what happened
with the two of you this
morning, →

Action:

FEB 25 2016

Timing:

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Production :

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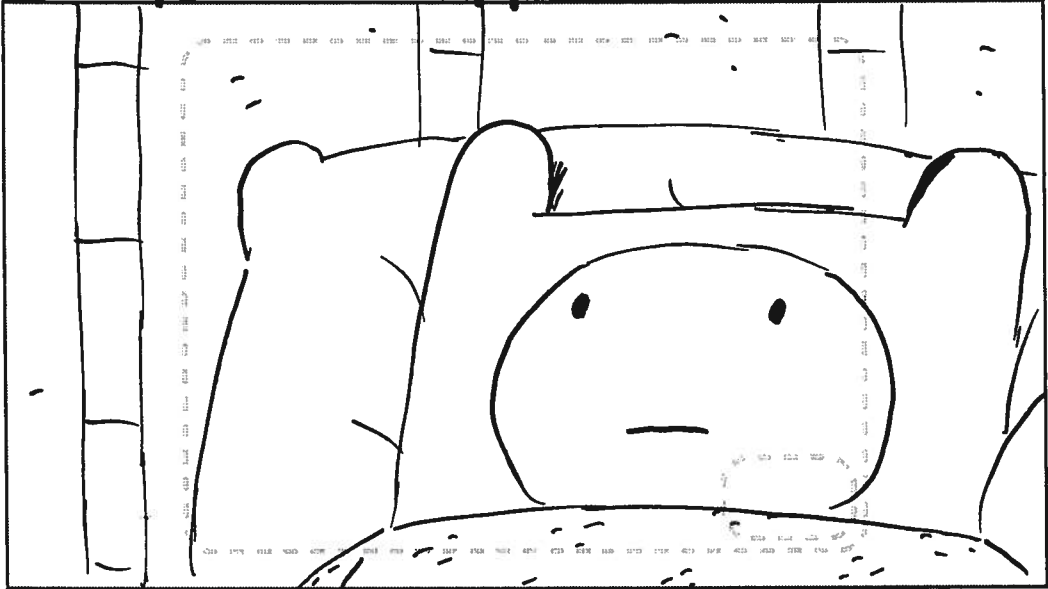
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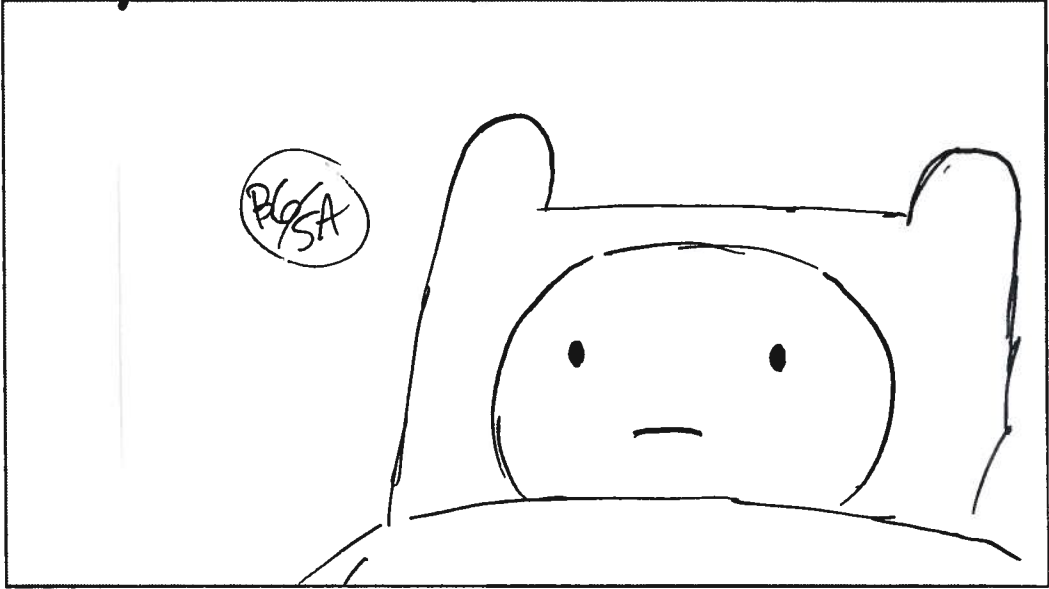


Page **22**

Sc. **13** Pnl. **A** Bg. day night



Sc. **13 cont** Pnl. **B** Bg. day night



Dialog:	(PB) (OS): → I'm still trying to wrap my head around it.	- BEAT -
Action:	- FINN LOOKS DOWN, FEB 2 5 2016	
Timing:		

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Production :

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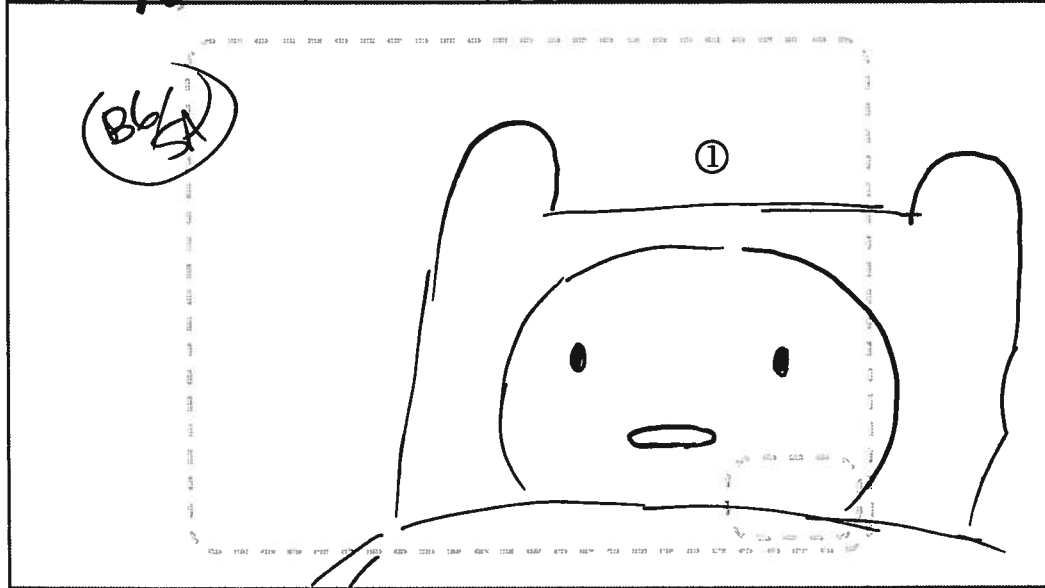
1042 248

ADVENTURE TIME

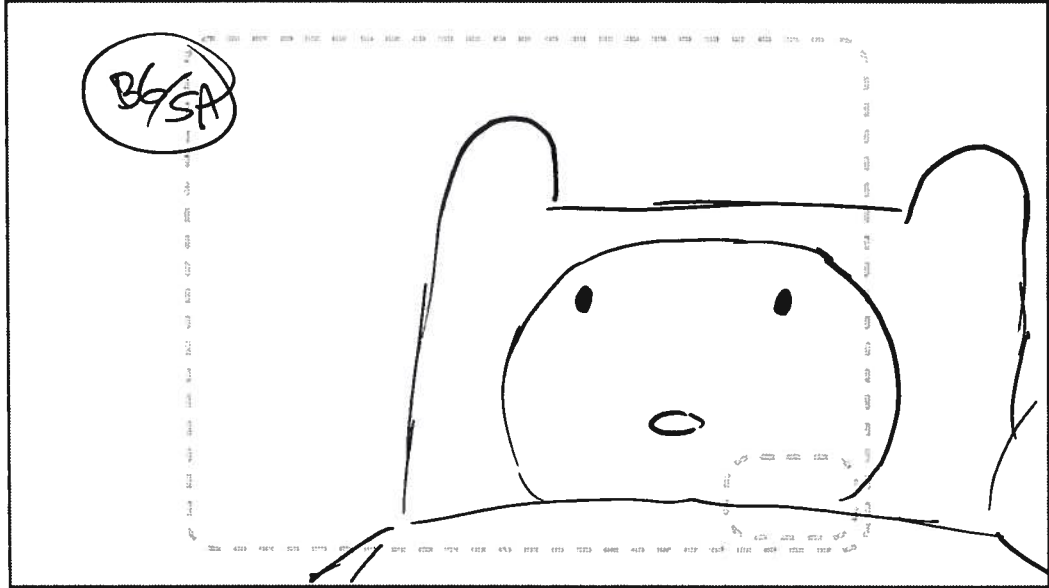


Page **23**

Sc. **13 cont** Pnl. **C** Bg. day night



Sc. **13 cont** Pnl. **D** Bg. day night



Dialog:	(FINN): * INHALE * EXHALE *		(F:) okay, so, as you know →
Action:			FEB 2 5 2016
Timing:			

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Production :

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1042 248

1042 248

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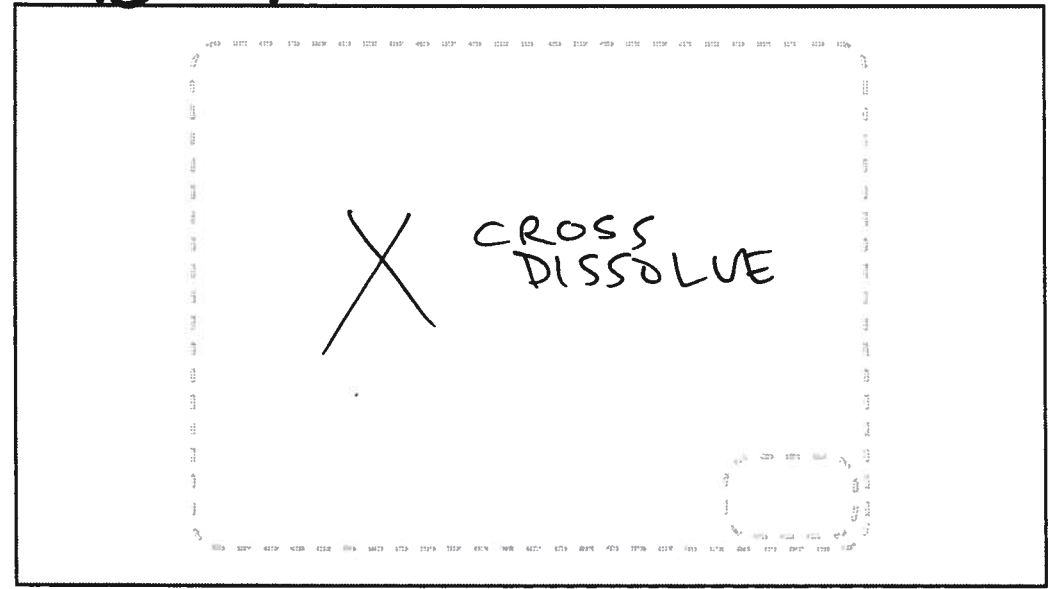
ADVENTURE TIME



Sc. **13cont** Pnl.

Bg.

day night



Sc.

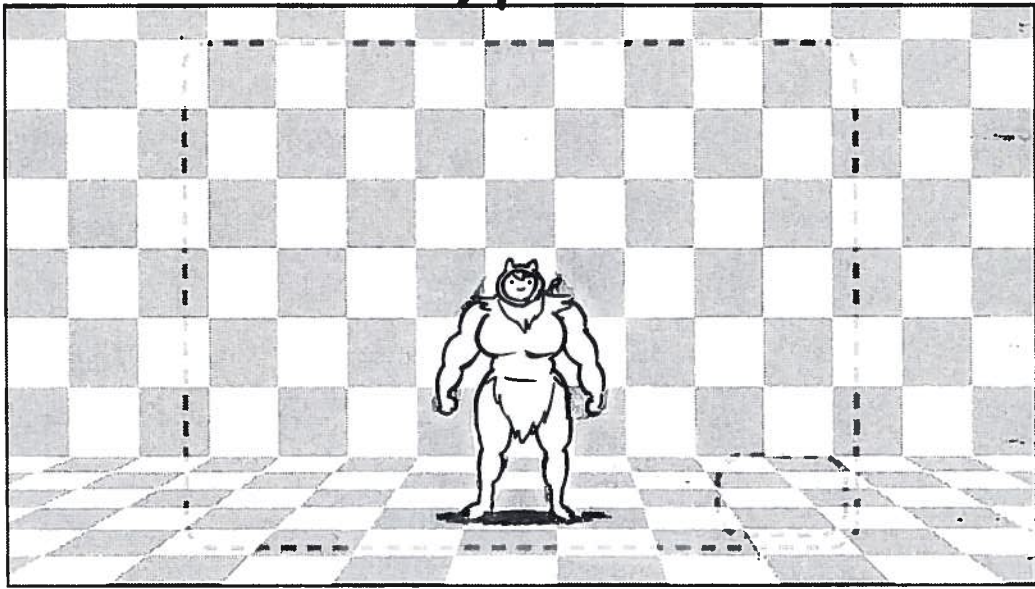
14

Pnl.

A

Bg.

Page **24**
day night



Dialog:	<p>dx cast shadow</p> <p>(FINN) (VO) ... after Susan →</p>
Action:	<p>- CHECKERED THOUGHT LANDSCAPE.</p> <p>FEB 2 5 2016</p>
Timing:	

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Production :

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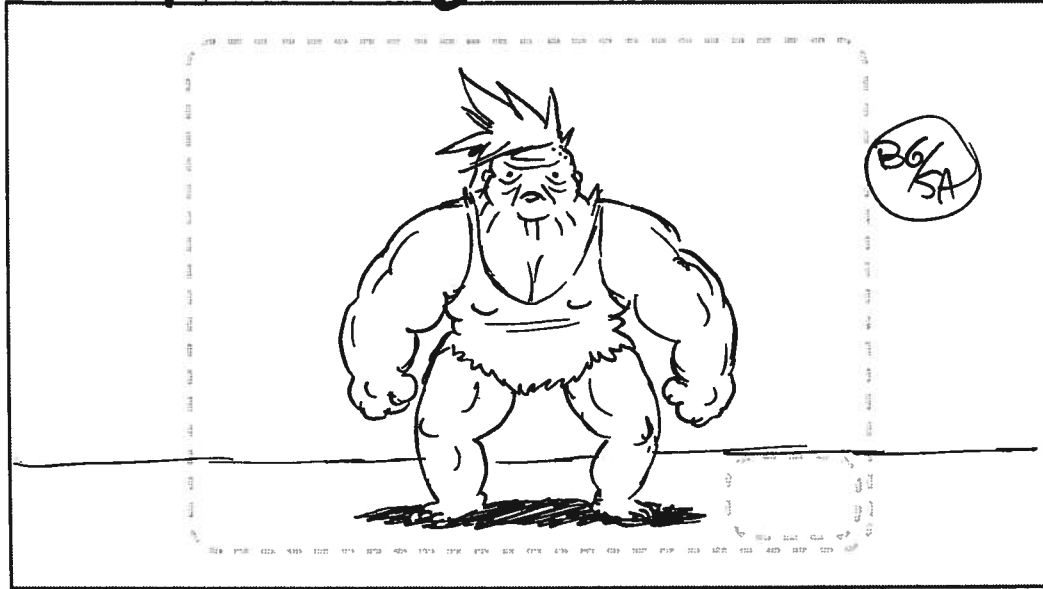
1042 248

ADVENTURE TIME

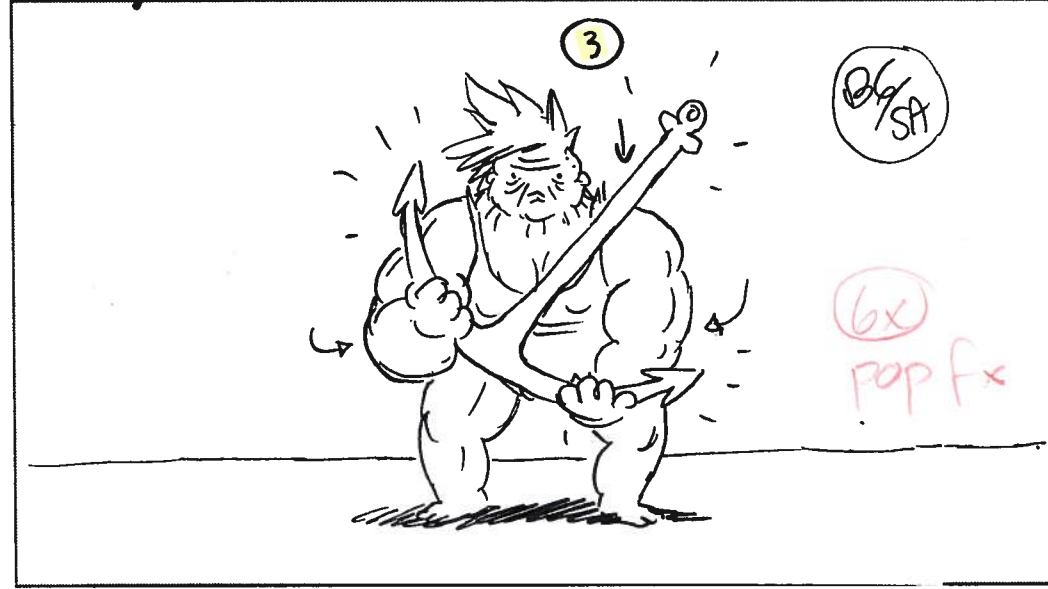


Page **25**

Sc. **14 CONT** Pnl. **B** Bg. day night



Sc. **14 CONT** Pnl. **C** Bg. day night



Dialog: **(F:VO) →** had gone crazy, and kicked →

Action: - SUSAN MORPHS TO 'STRONG' FORM. - ANCHOR APPEARS IN SUSAN'S ARMS

Timing:

FEB 25 2016



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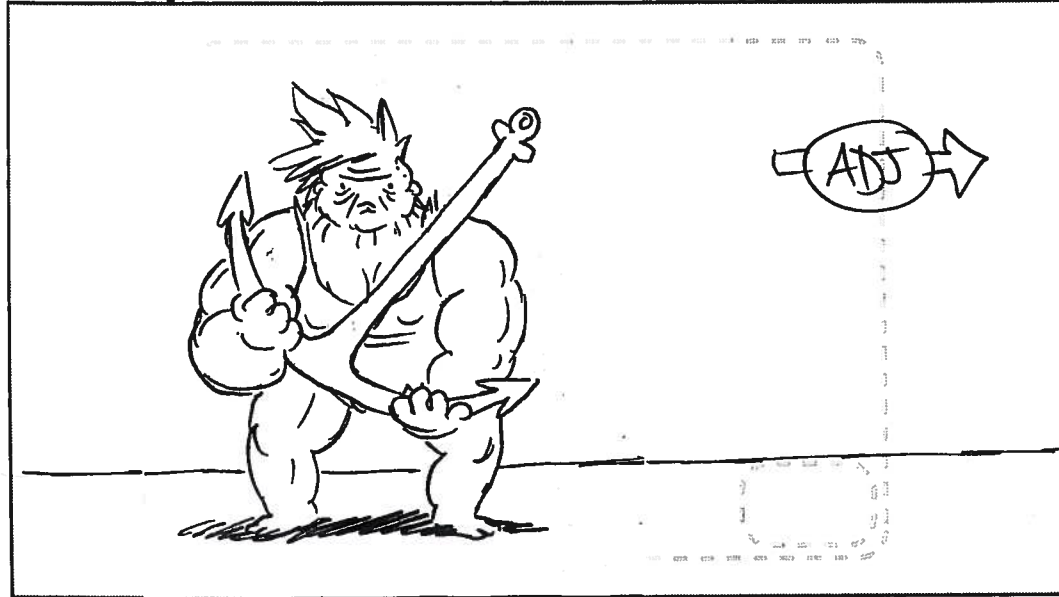
1042 248

ADVENTURE TIME

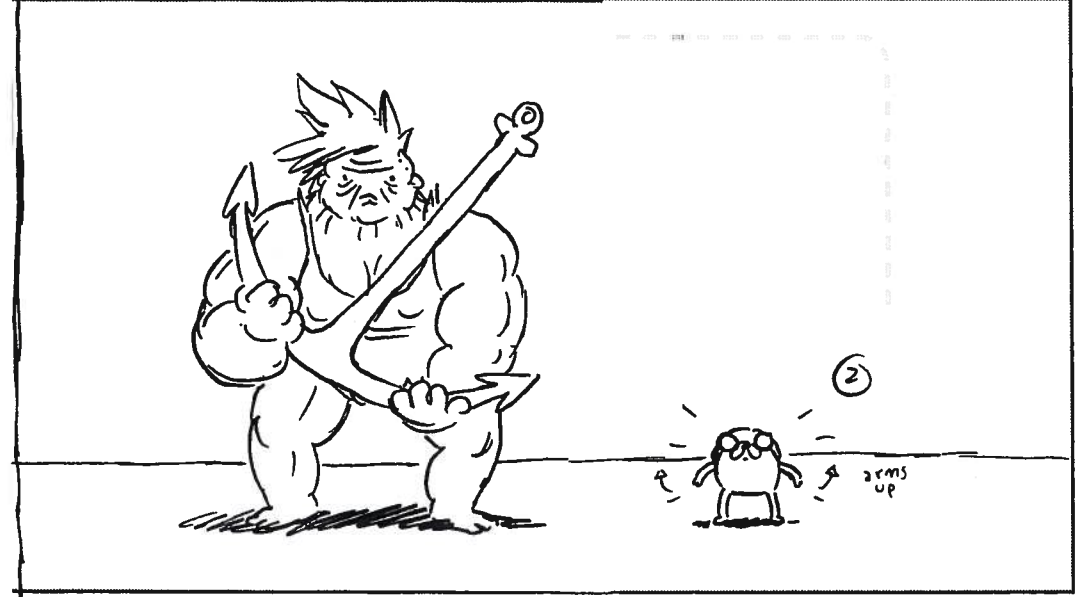


Page **26**

Sc. **14 cont** Pnl. **D** Bg. day night



Sc. **14 cont** Pnl. **E** Bg. day night



Dialog:

FINN (VO): → Jake's butt, →

Action:

- ADJ. RIGHT

- JAKE BLINKS ON/S.



(b*) fx pop

Timing:

FEB 25 2016

EPISODE # **1042-248**

Production :

1042 248

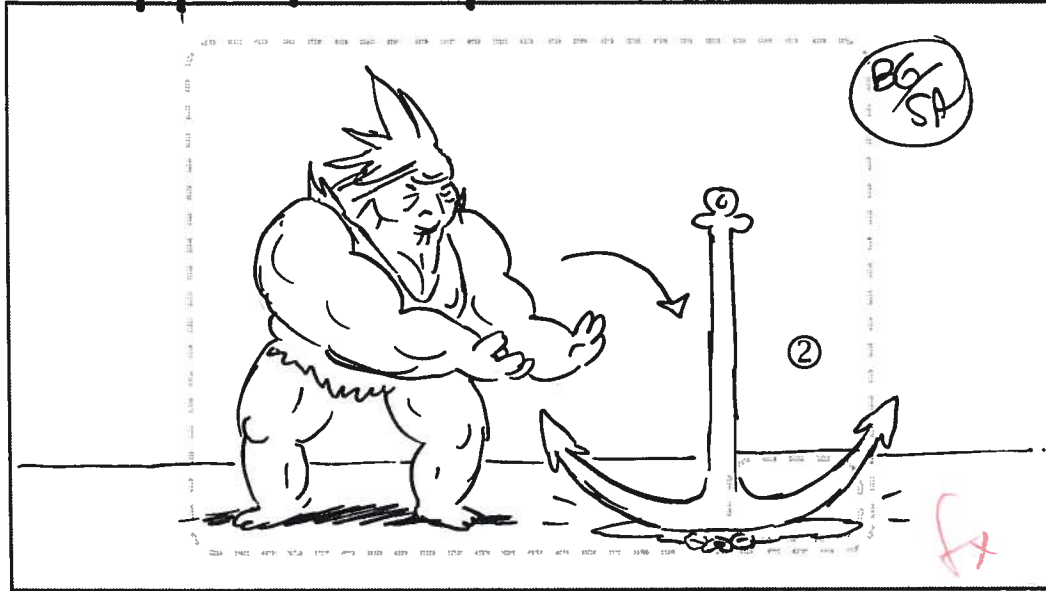
1042 248

1042 248

ADVENTURE TIME



Sc. **14cont** Pnl. **F** Bg. day night



Sc. **14cont** Pnl. **G** Bg. day night



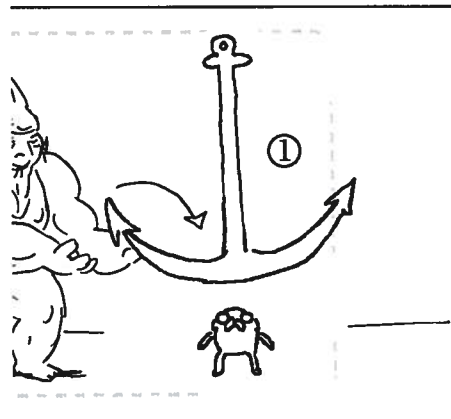
Dialog:

FINN VO →.. My grass arm got steamed →

Action:

-SUSAN DROPS
ANCHOR ON JAKE.

Timing:



-FINN'S GRASS ARM SWINGS DOWN ON/S.

FEB 25 2016

Production :

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1042-248

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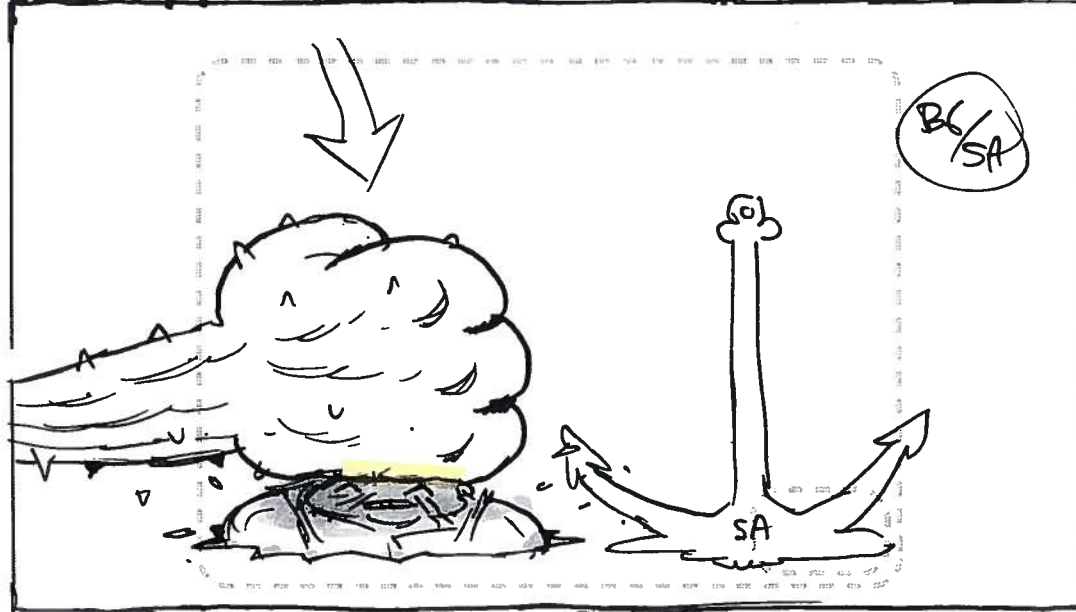
Page **27**

ADVENTURE TIME

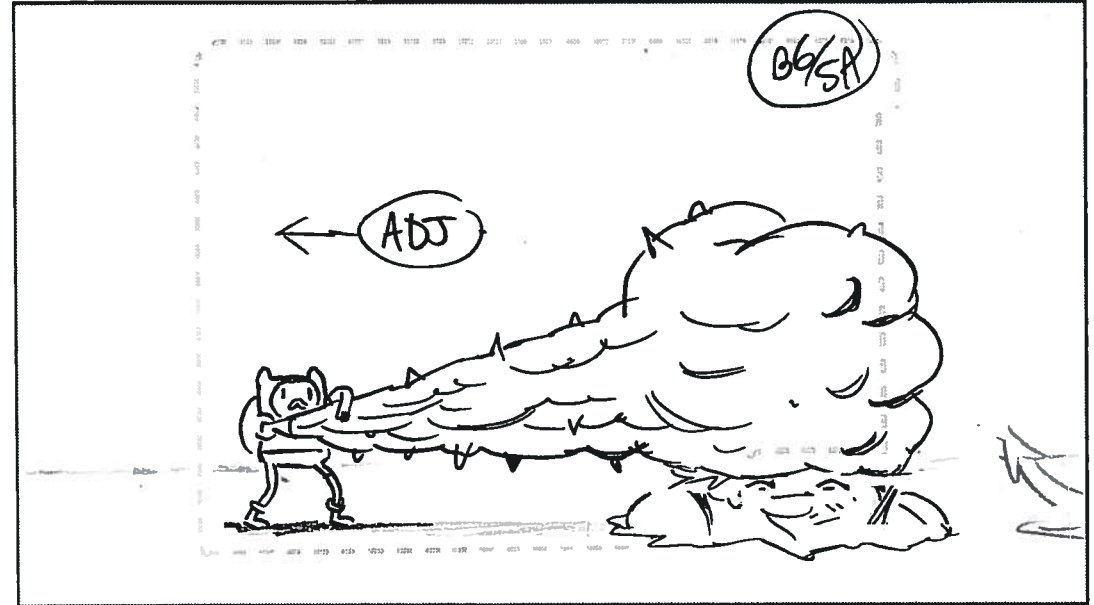


Page **28**

Sc. **14 cont** Pnl. **H** Bg. day night



Sc. **14 cont** Pnl. **I** Bg. day night



Dialog:

(F)(VO) → and kicked her butt, →

Action:

- GRASS ARM POUNDS SUSAN INTO GROUND.

- ADJ. LEFT TO INCLUDE FINN
TRYING TO RESTRAIN GRASS ARM
FEB 25 2016

Timing:

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Production :

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ADVENTURE TIME

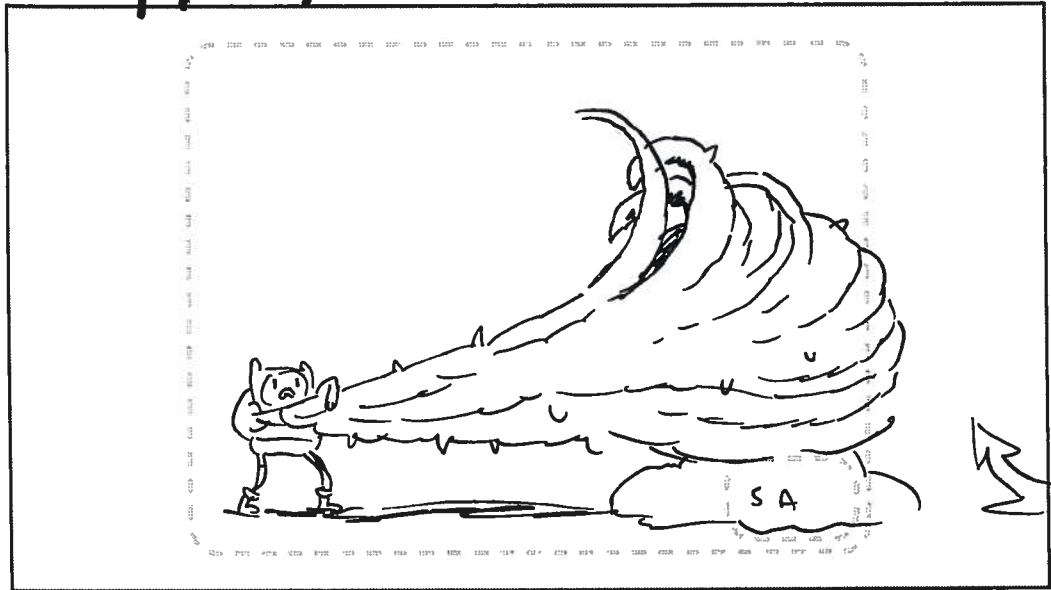


Sc.

14 cont Pnl. J

Bg.

day night

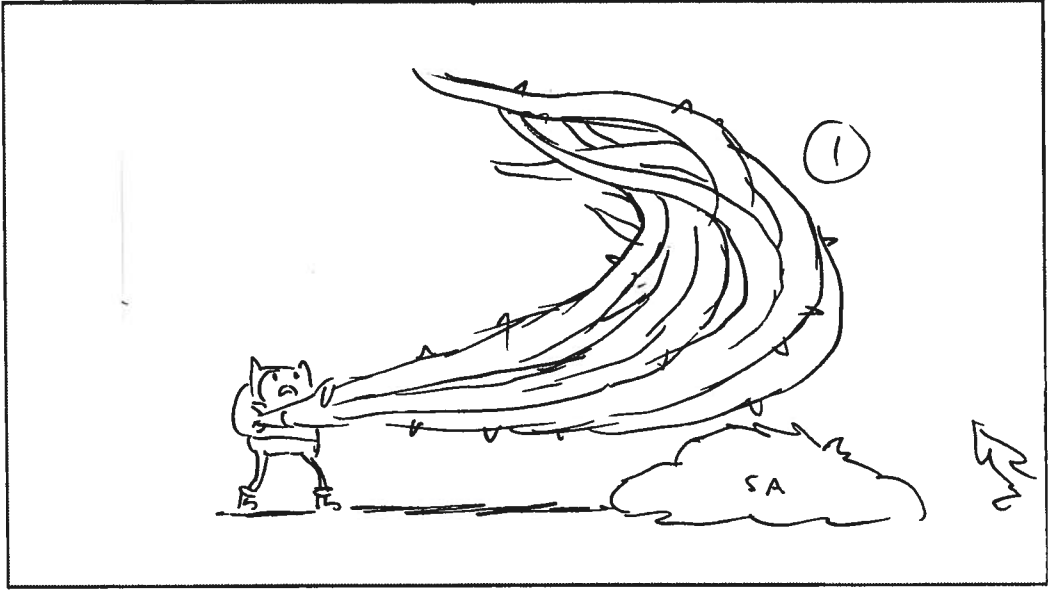


Sc.

14 cont Pnl. K

Bg.

day night

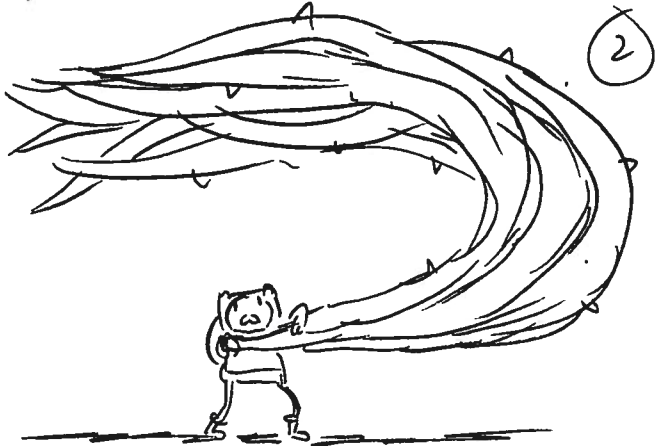


Dialog:

Action:

- GRASS ARM MORPHS INTO TENDRILS
- TENDRILS GROW PAST FINN.

Timing:



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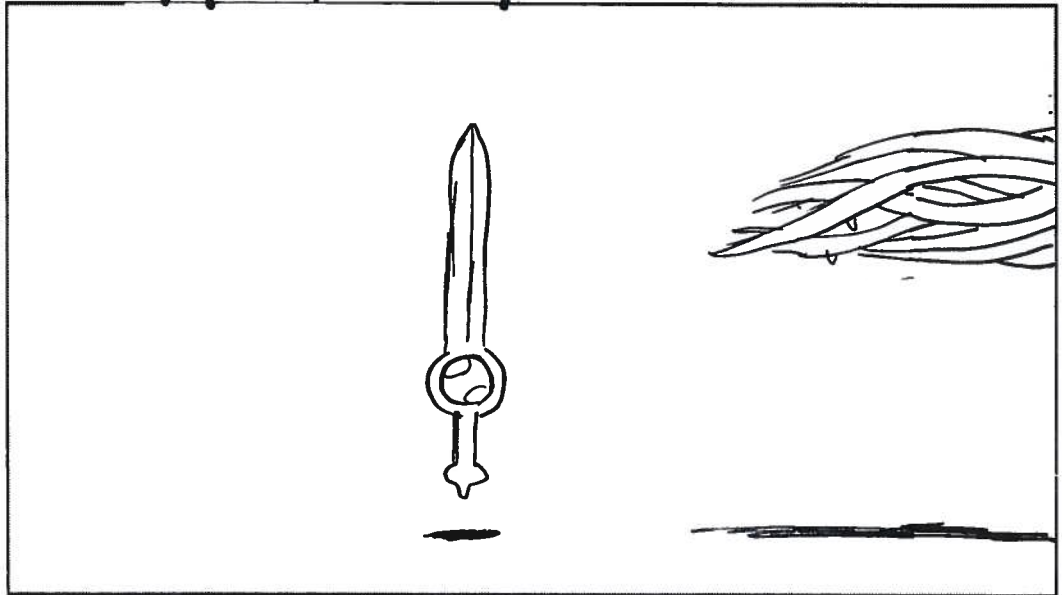
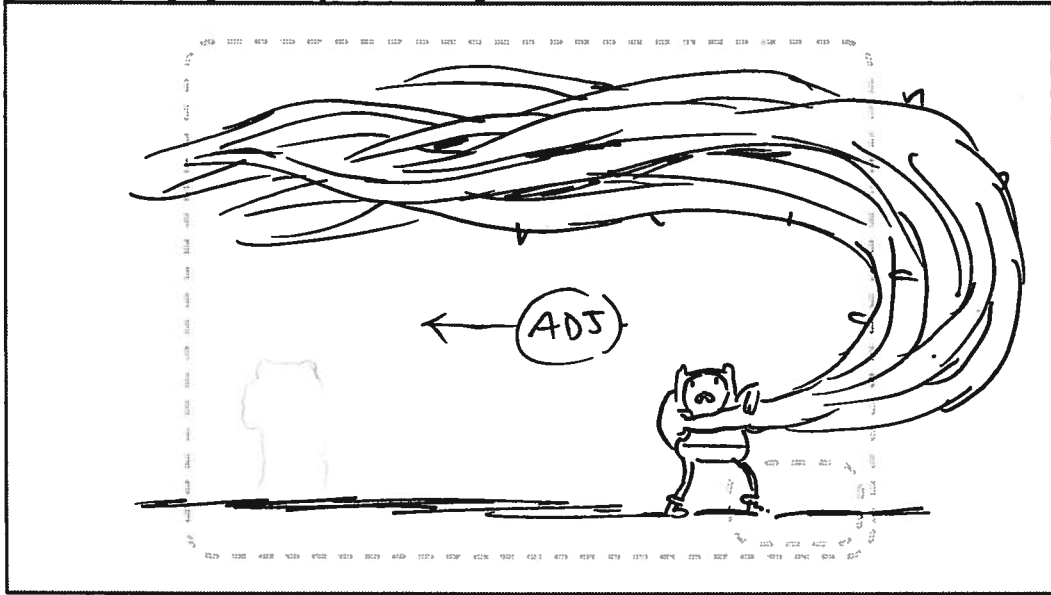
1042 248

ADVENTURE TIME



Page 30

Sc. 14 cont Pnl. L Bg. day night Sc. 14 cont Pnl. M Bg. day night



Dialog:	(F) (VC) → Then it ran off and merged butts →
Action:	- PAN w/ TENTACLS AS THEY GROW TOWARDS FLOATING FINN SWORD. FEB 25 2016
Timing:	

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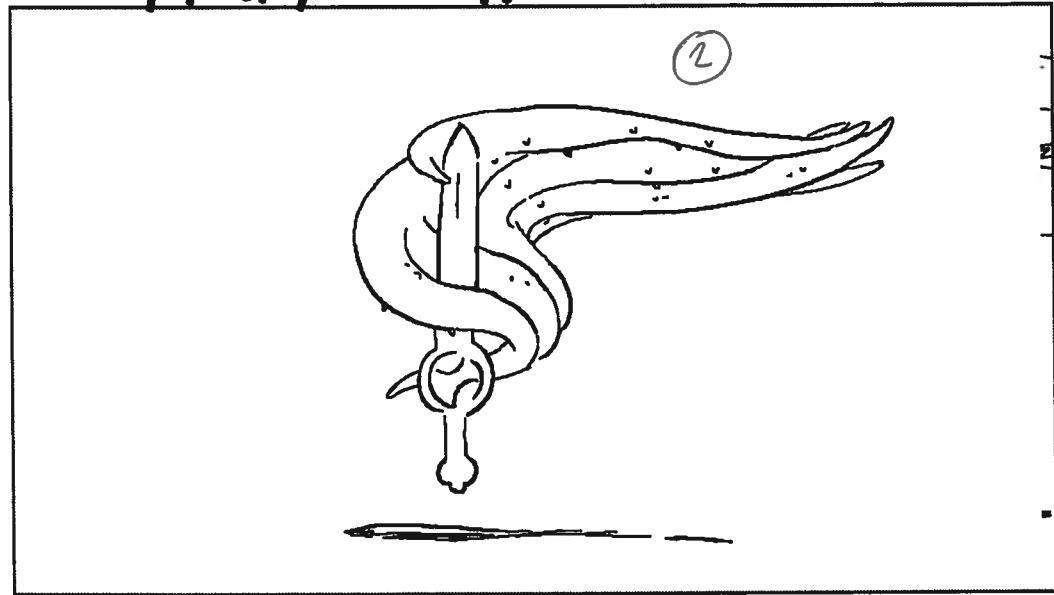
Production :

1042 248

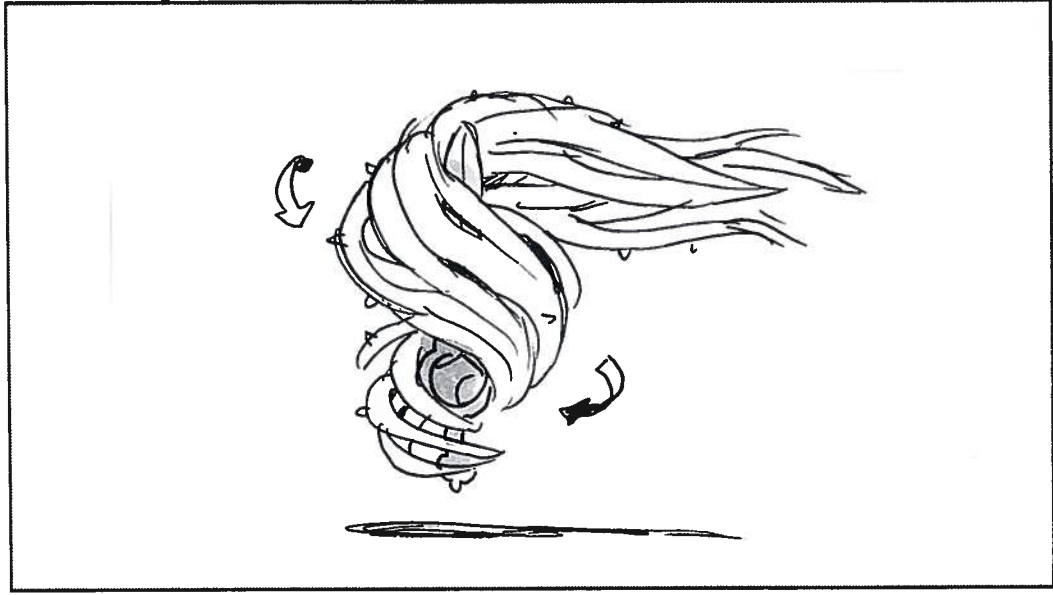
ADVENTURE TIME

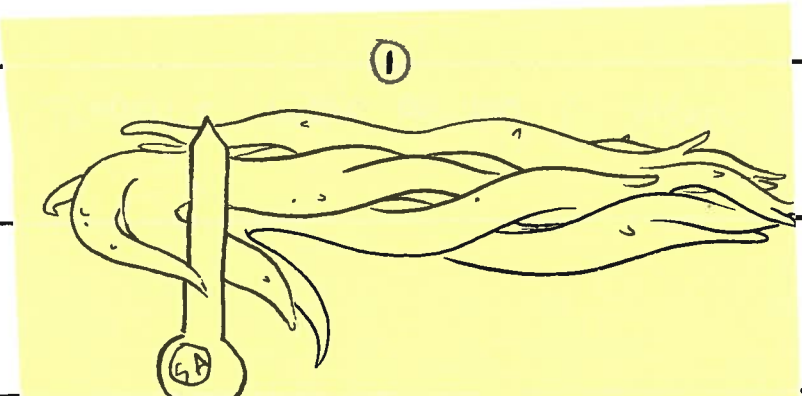


Sc. 14 cont Pnl. N Bg. day night



Sc. 14 cont Pnl. 'O' Bg. day night



Dialog:	(F vo.) → with my Finn sword, →	
Action:		Tendrils wrap around F sword
Timing:	FEB 25 2016	

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Production :

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ADVENTURE TIME

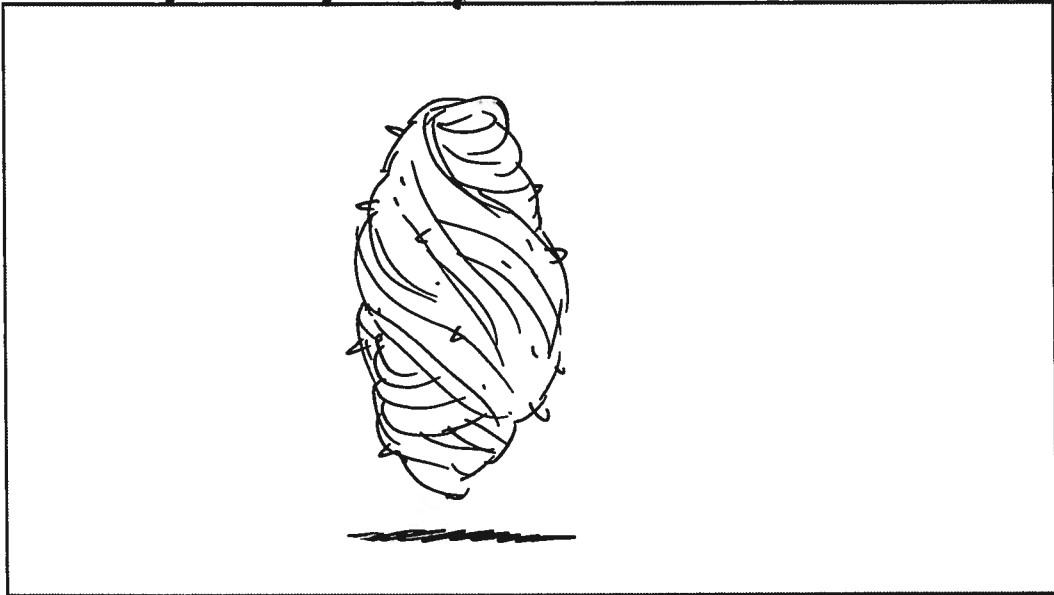


Sc.

14 cont Pnl. P

Bg.

day night

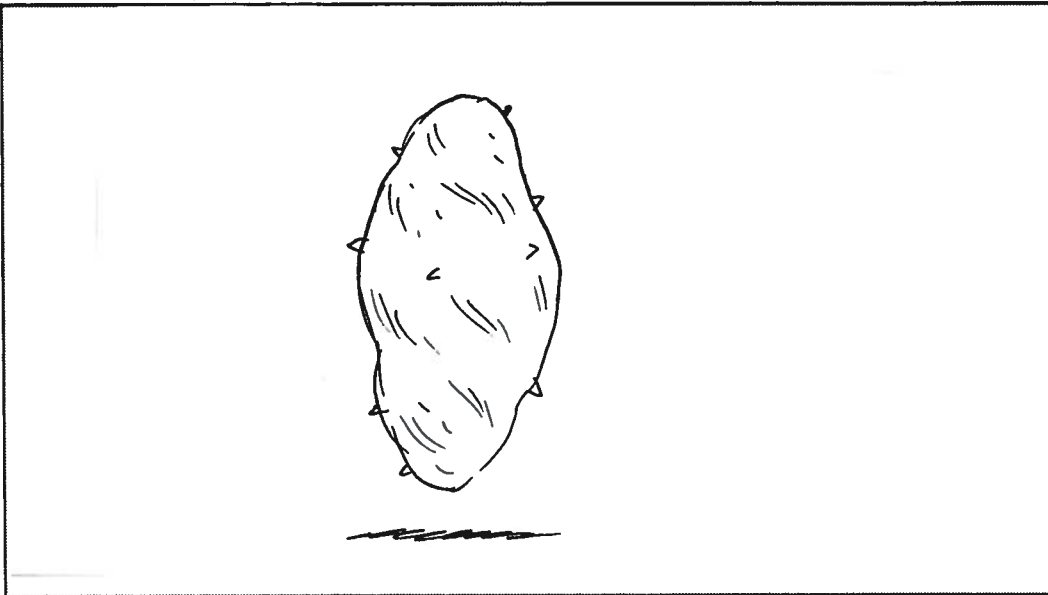


Sc.

14 cont Pnl. Q

Bg.

Page 32
day night



Dialog:	
Action:	- GRASS TENDRILS COALESCE INTO GRASS-COCOON,
FEB 25 2016	
Timing:	

Production : EPISODE # 1042-248

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1042 248

ADVENTURE TIME



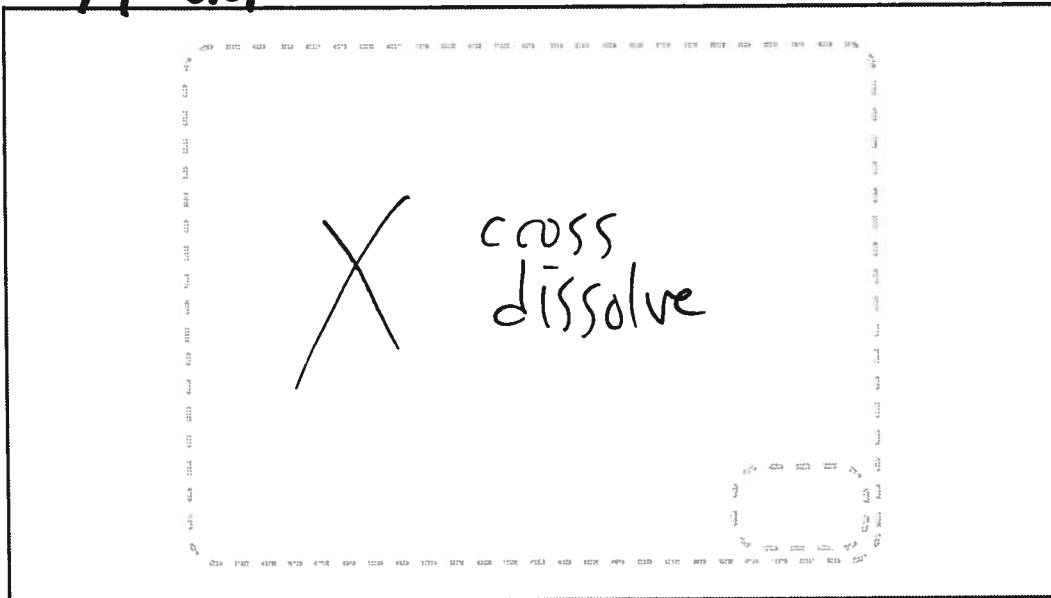
Page **33**

Sc. **14 cont**

Pnl.

Bg.

day night

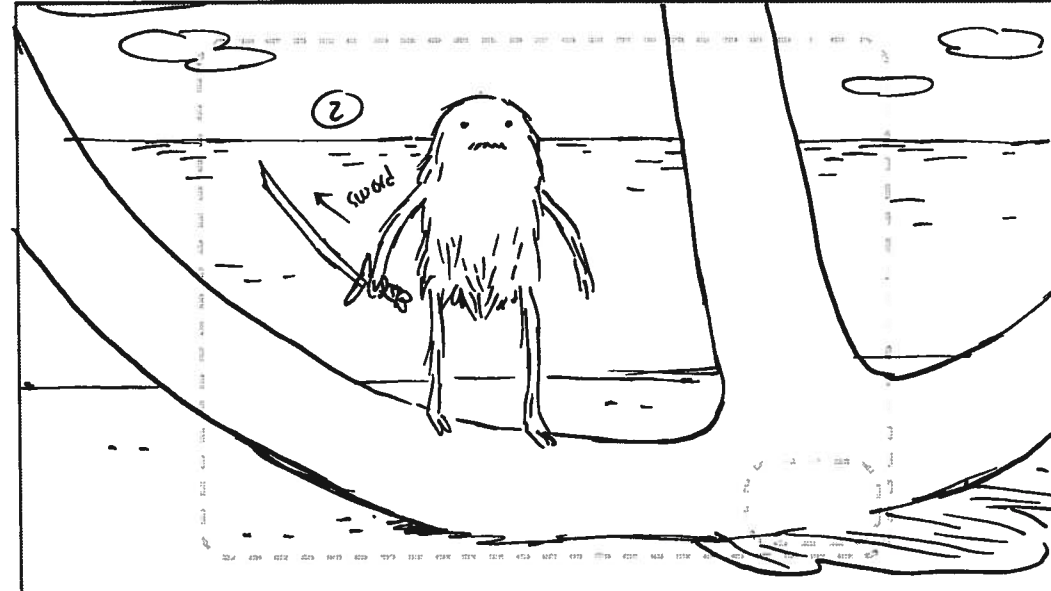


Sc. **15**

Pnl. **A**

Bg.

day night



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Dialog:

(F:) (vo:) → and turned into this guy, →

Action:

Timing:



- GRASS CREATURE
FORMS GRASS SWORD.
FEB 25 2016

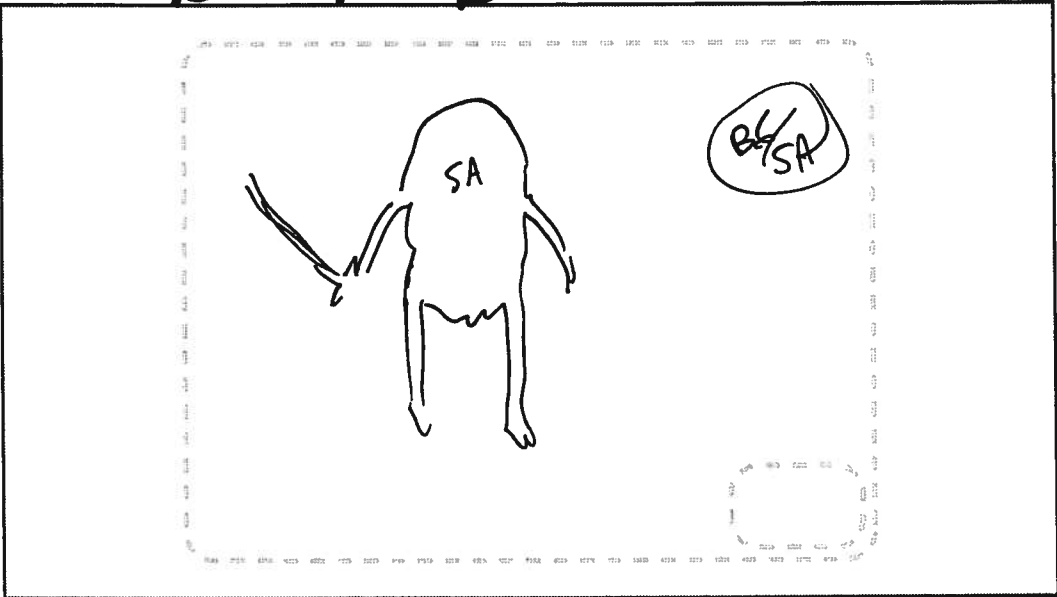
Production :

1042 248

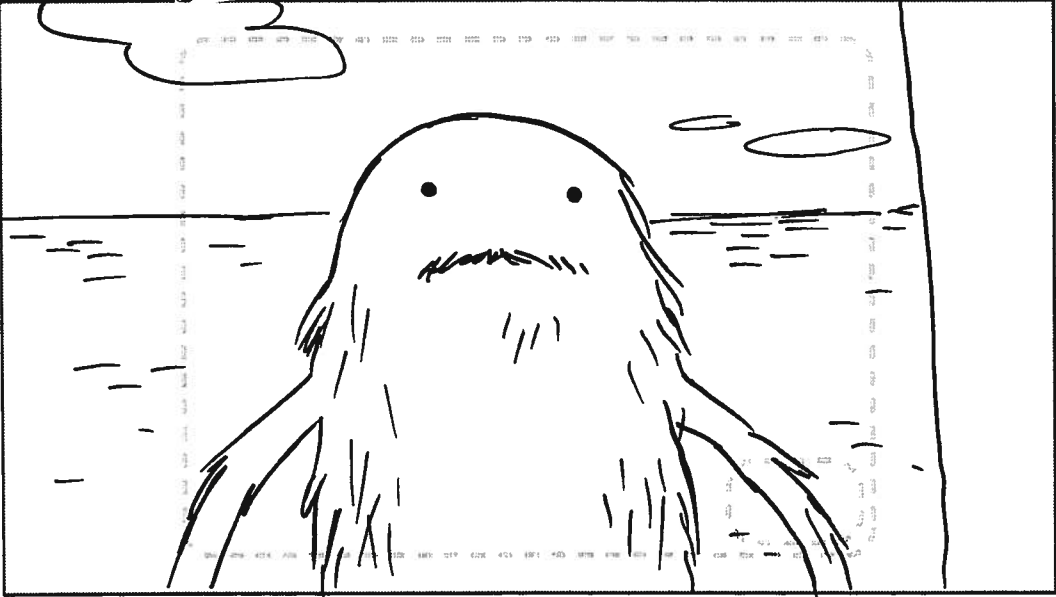
ADVENTURE TIME



Sc. 15 cont Pnl. B Bg. day night



Sc. 16 Pnl. A Bg. day night



Dialog: (F: (VU: And he starts talkin' smack!

Action: FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

ADVENTURE TIME

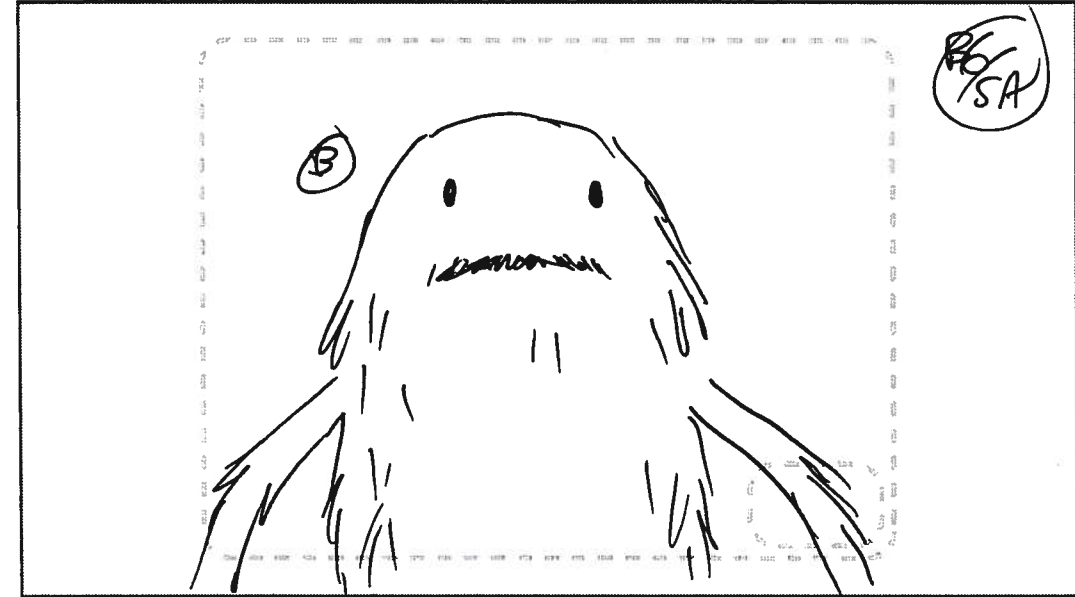


Page 35

Sc. 16 cont Pnl. B Bg. day night



Sc. 16 cont Pnl. C Bg. day night



Dialog:

GRASS
FINN

MWAH!

Action:

(A)(B)(C)(D) pretty fast, don't hold long on (B) or (D)

FEB 25 2016

Timing:

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Production :

1042 248

1042 248

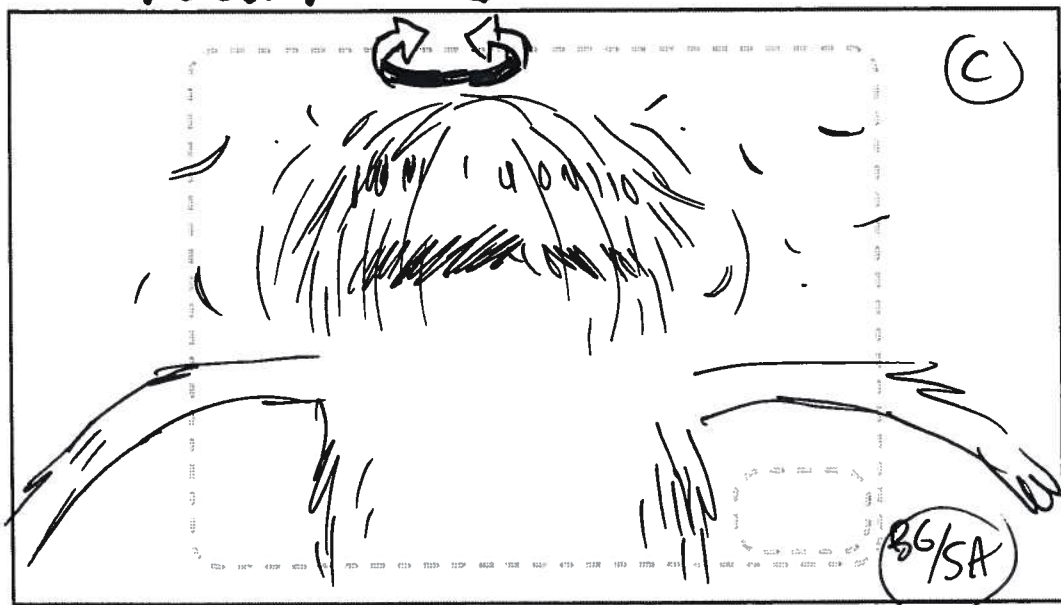
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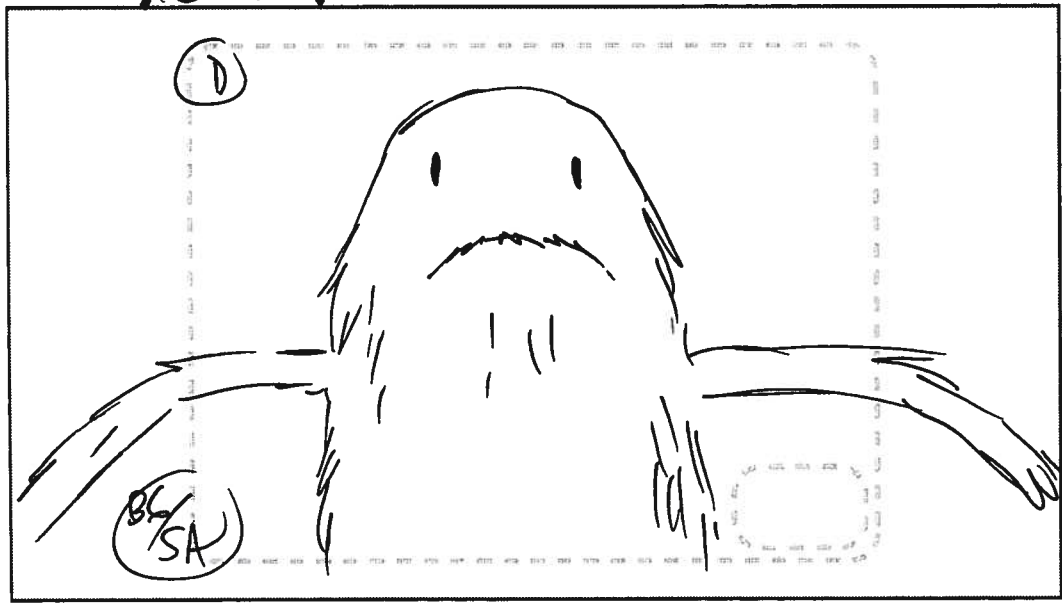
ADVENTURE TIME



Sc. 16cont Pnl. D Bg. day night



Sc. 16cont Pnl. E Bg. day night



Dialog:	(GF) MWWAAAH!
Action:	FEB 25 2016
Timing:	

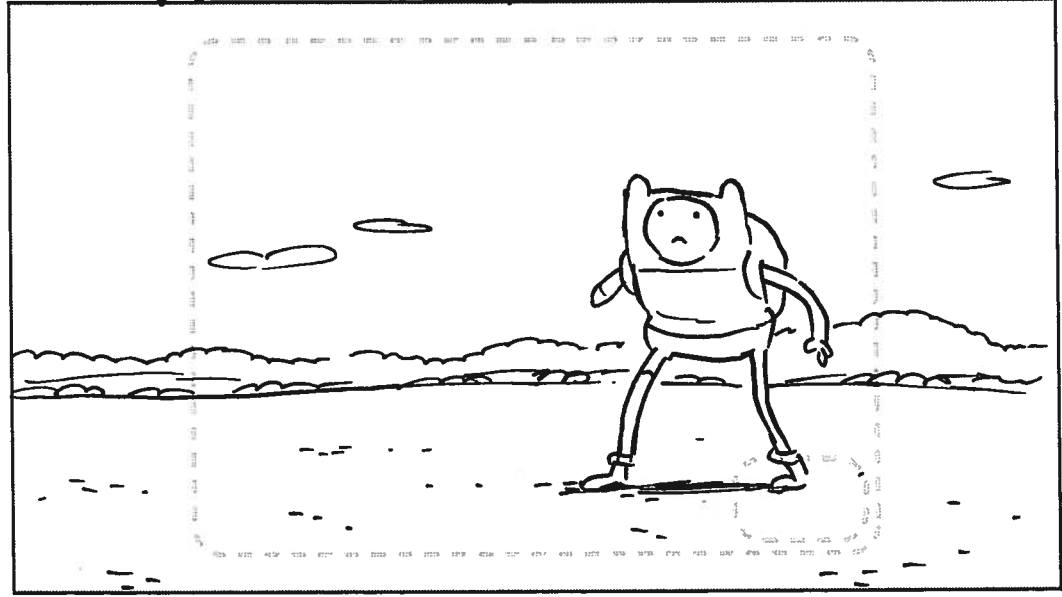
EPISODE # 1042-248
Production :

ADVENTURE TIME

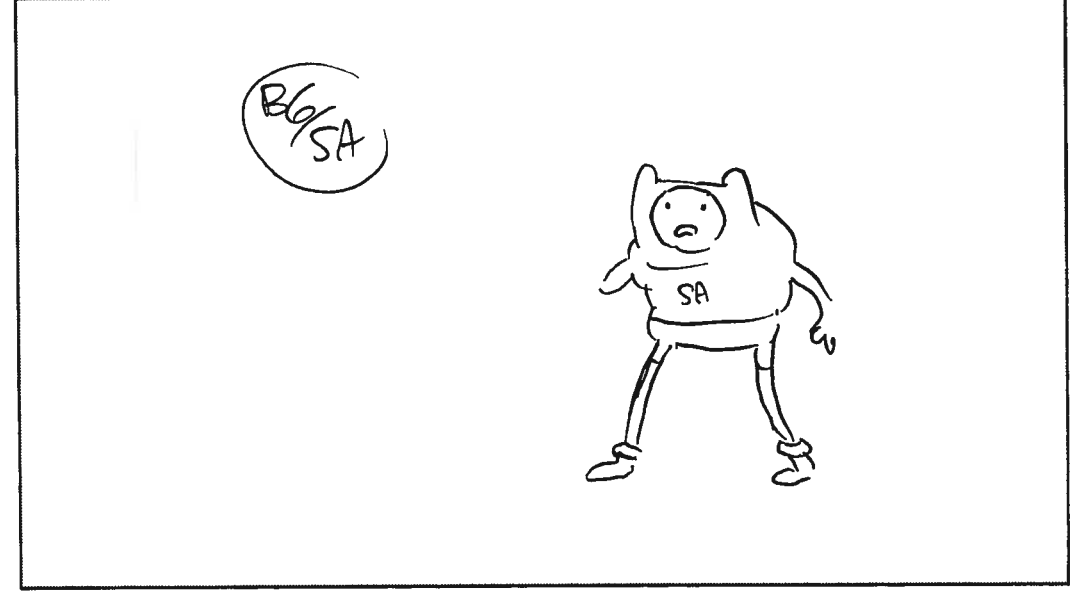


Page 37

Sc. 17 Pnl. A Bg. day night



Sc. 17 cont Pnl. B Bg. day night



Dialog:

(GF) (OS) MWAAH!

(FINN): What?

Action:

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

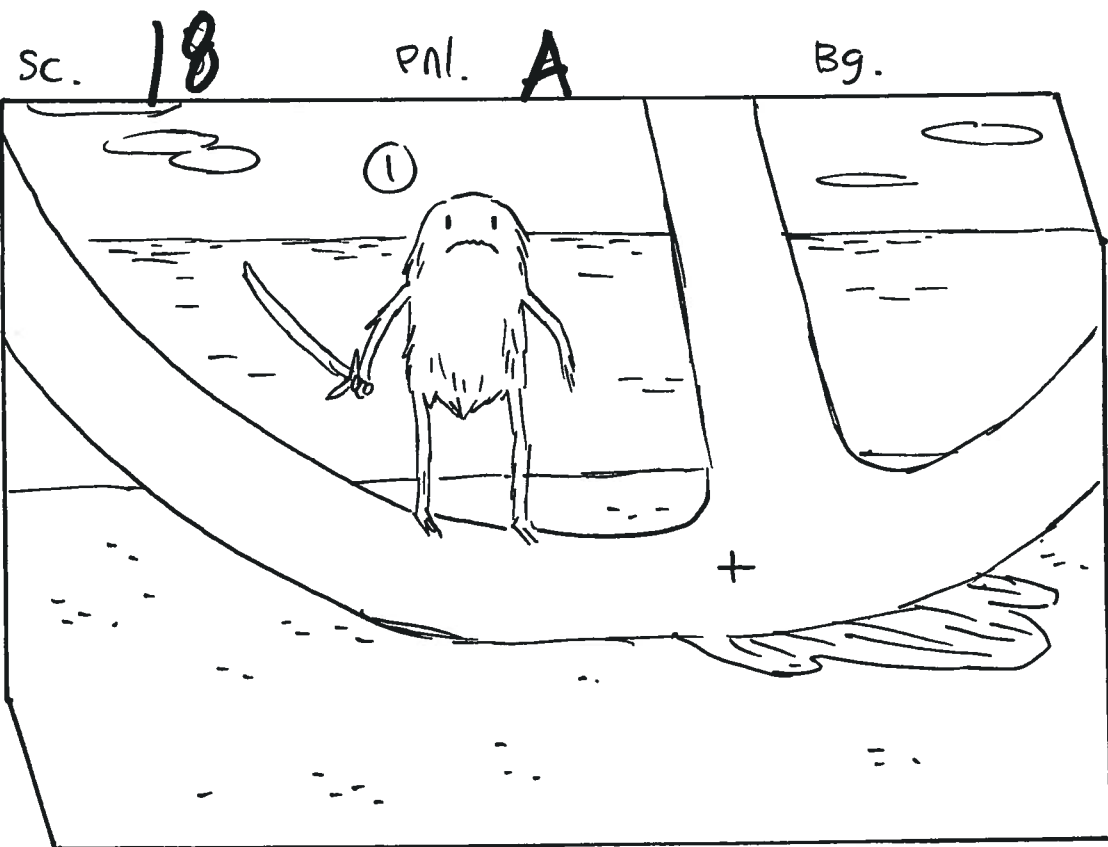
1042 248

1042 248

1042 248 847 747
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(GF:) ② MWAHH!
③ MWAHH!

ACTION: Gross Finn takes two big steps,
one distinct "MWAHH!" per step.



FEB 25 2016

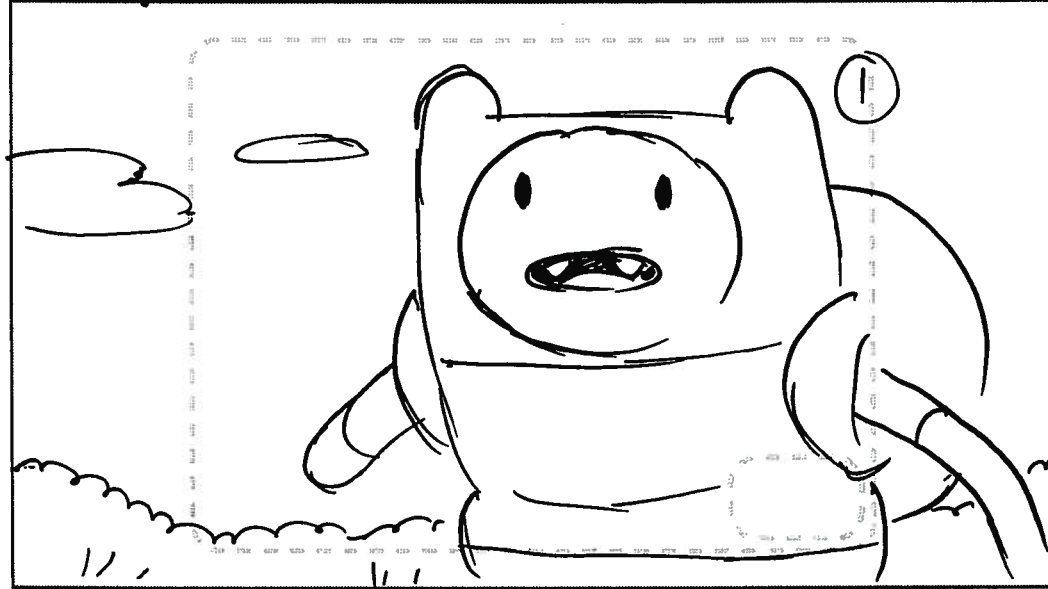
1042 248

1042 248

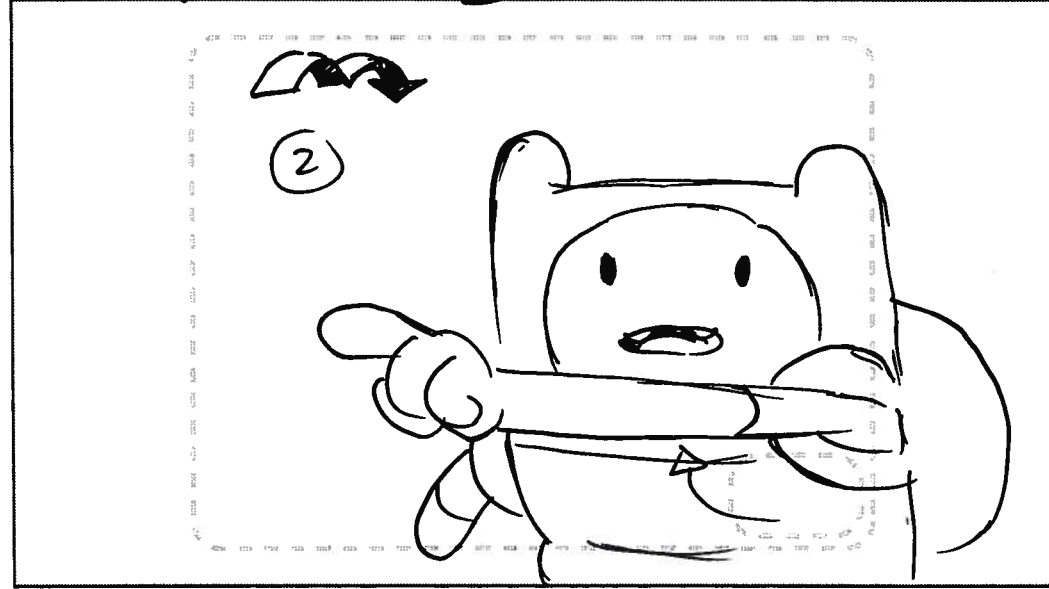
ADVENTURE TIME



Sc. **19** Pnl. **A** Bg. day night



Sc. **19 cont** Pnl. **B** Bg. day night



Dialog:	(FINN:) Hey man! You stay back! (GFOS) EEYUH
Action:	- FINN POINTS AND STEPS BACK. FEB 2 5 2016
Timing:	

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ADVENTURE TIME



Sc. 20 Pnl. A Bg. day night

Sc. 20 CONT Pnl. B Bg. day night

Dialog: GRASS: FINN: MUH EEYUH MUH EEYUH

Action: -GF WALKS FORWARD WHILE POINTING AT "EAR"

Timing:

FEB 25 2016

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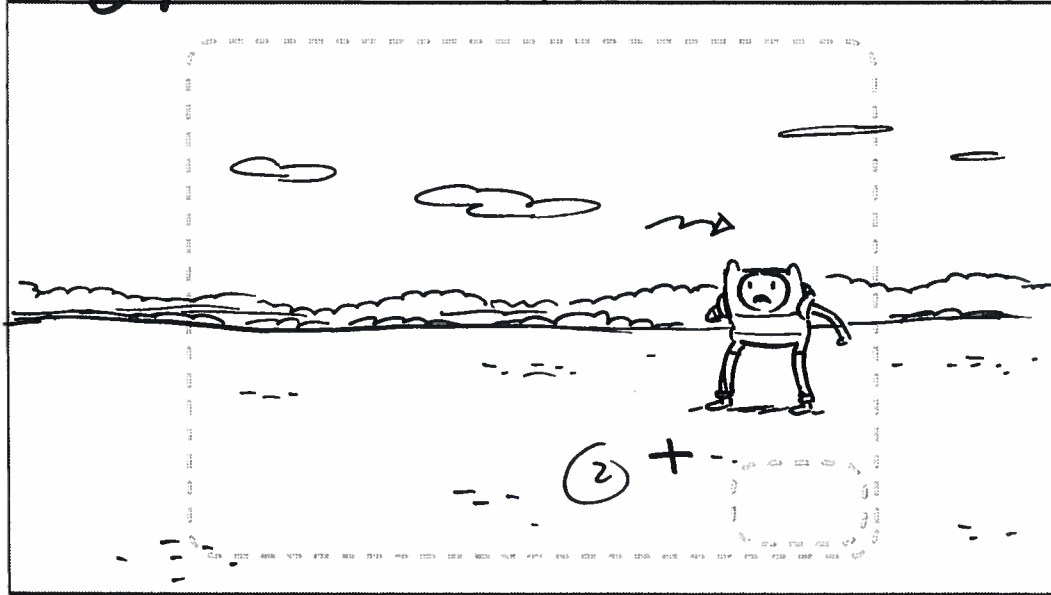
Production : 1042 248

ADVENTURE TIME

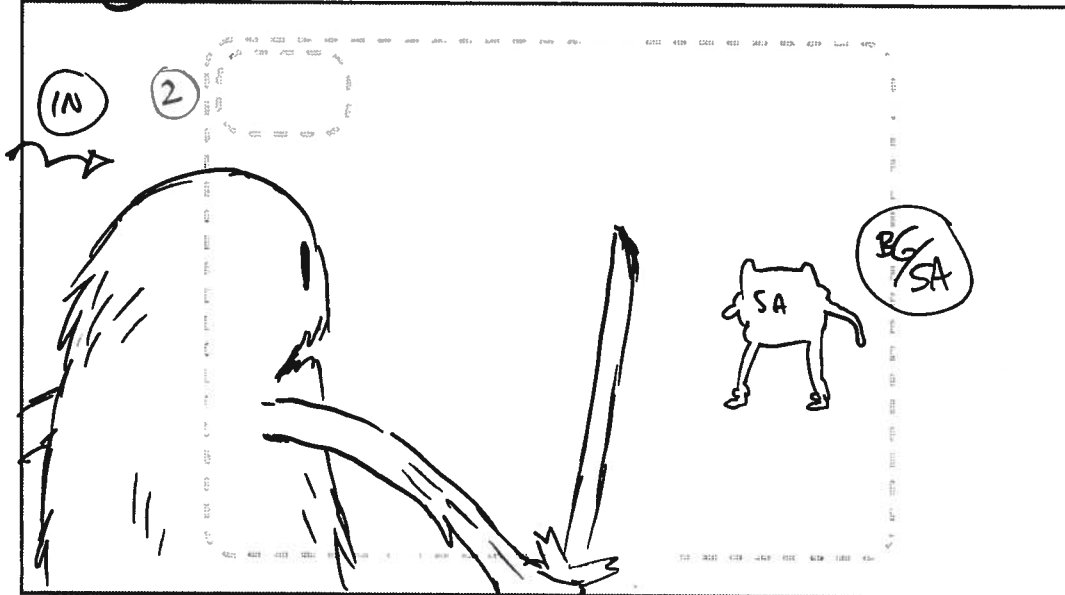


Page 41

Sc. 21 Pnl. A Bg. day night



Sc. 21 cont Pnl. B Bg. day night



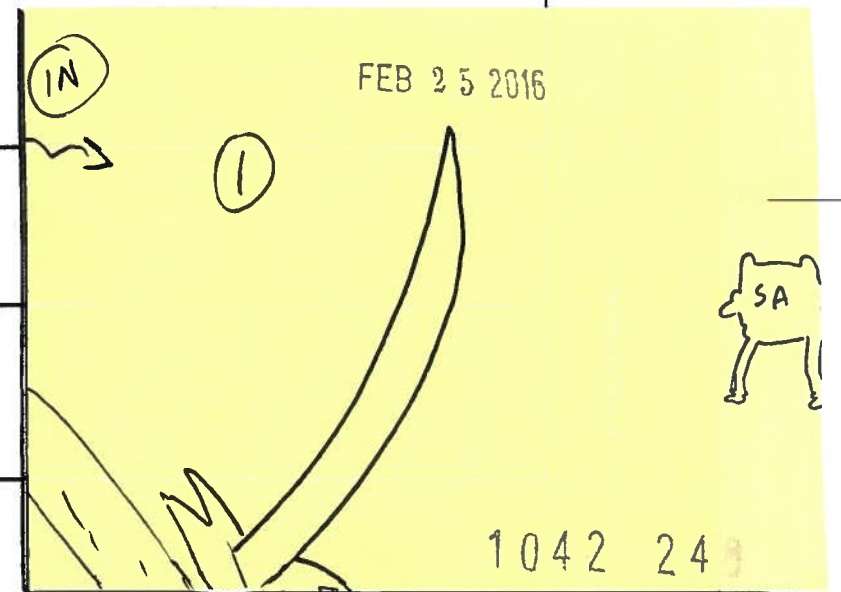
Dialog:

OVERLAP < (F:) Hey! I said stay back man!
(GF) muh hh...

Action:

- GF WALKS ON/S,

Timing:



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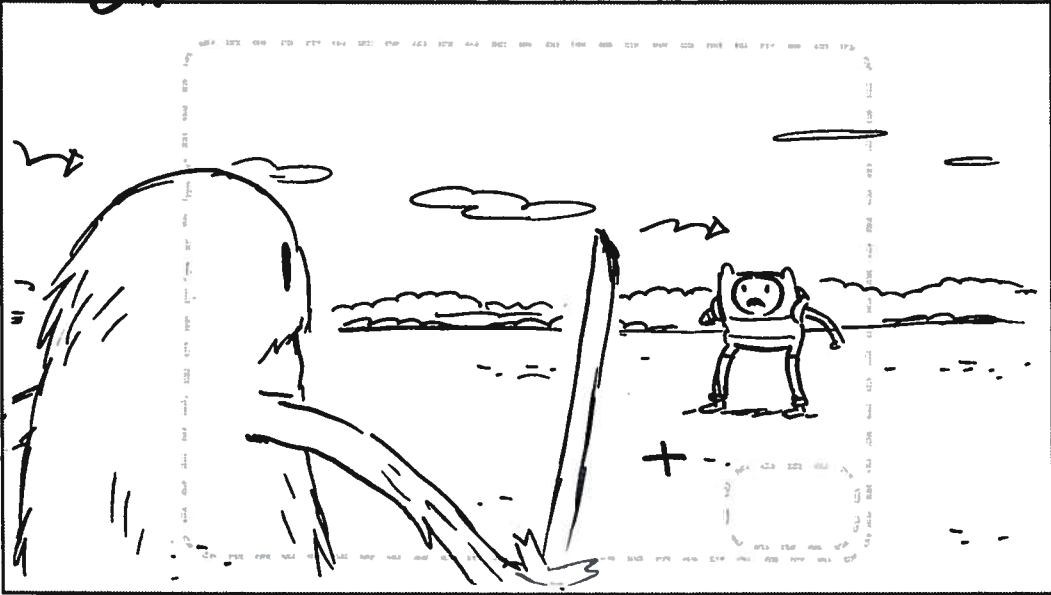
248

1042 248

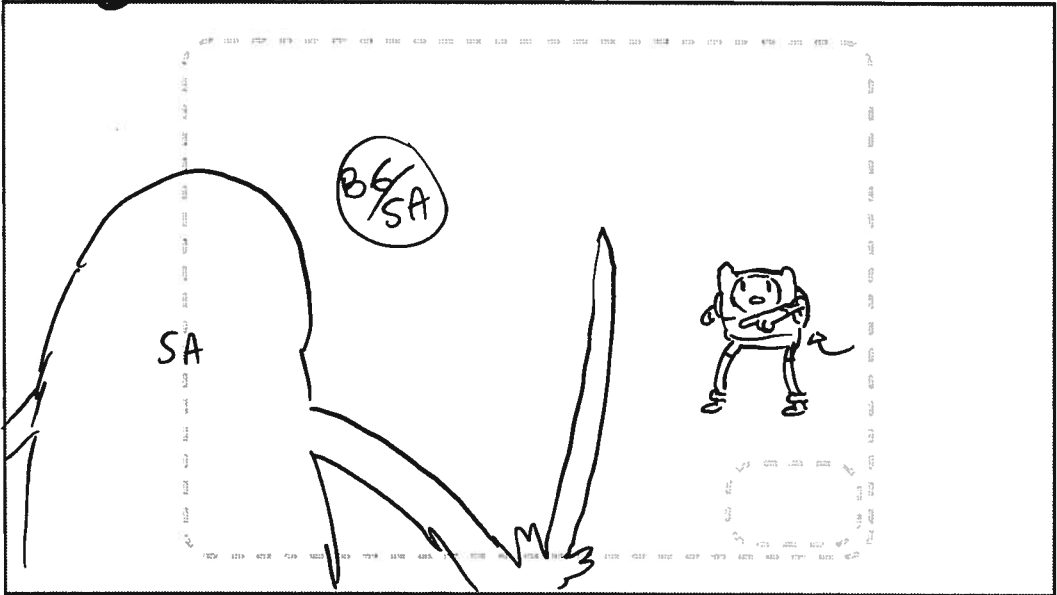
ADVENTURE TIME



Sc. 21 CONT Pnl. C Bg. day night



Sc. 21 CONT Pnl. D Bg. day night



Dialog: (FINN:) I seen what you did to Susan!

(F:) Yeah... Just look at her.

Action: - FINN POINTS PAST G.F.

FEB 25 2016

Timing:

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Production :

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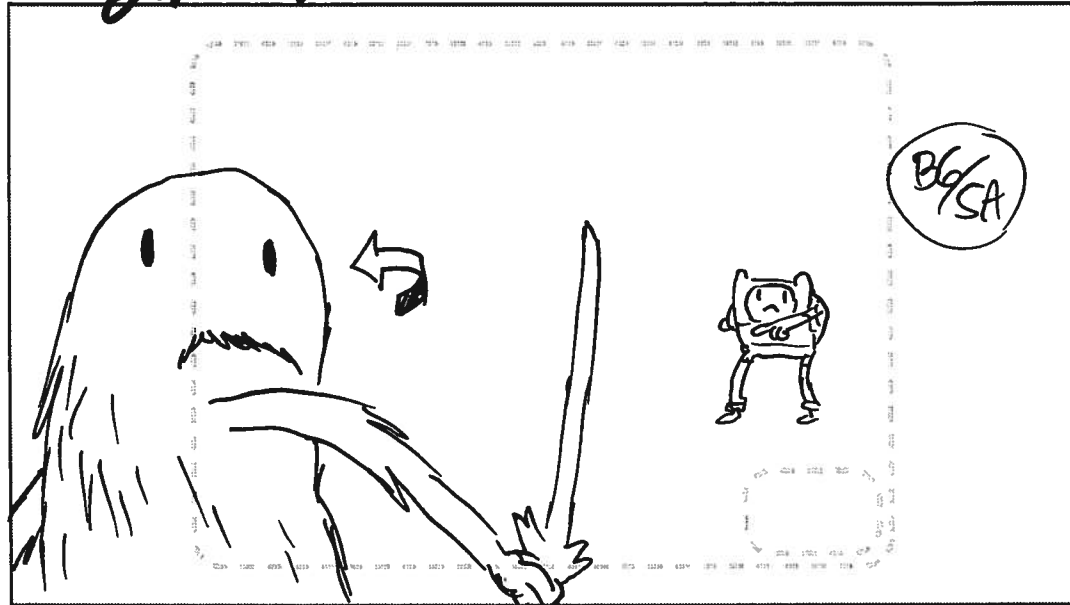
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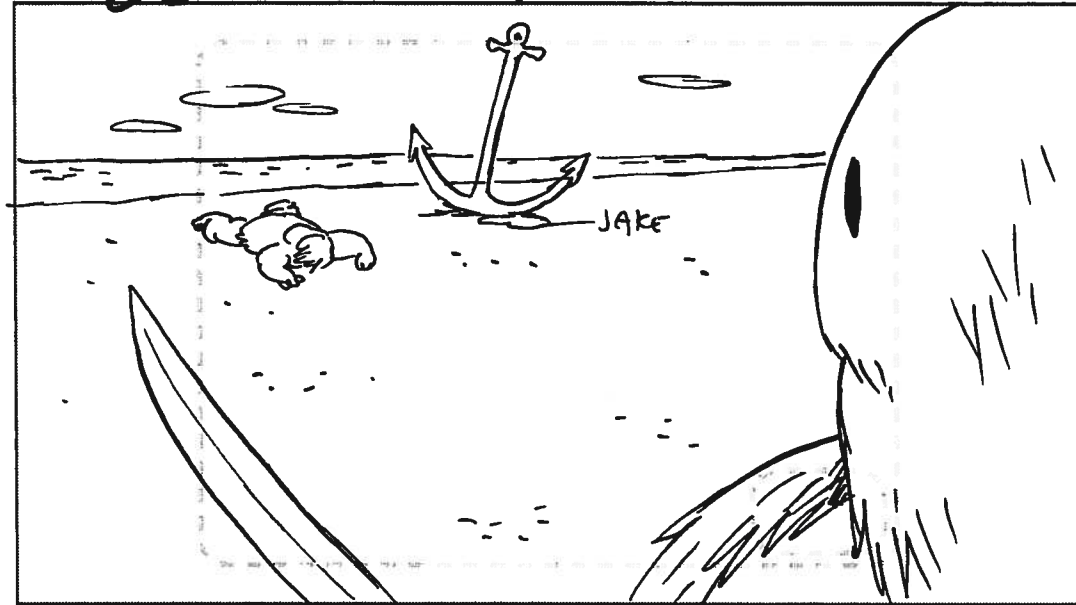


Page **43**

Sc. **2/CONT** Pnl. **E** Bg. day night



Sc. **22** Pnl. **A** Bg. day night



Dialog:	SUSAN: (moon:) ungh...
Action:	- GF TURNS TO LOOK OVER SHOULDER. <div>FEB 2 5 2016</div>
Timing:	

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Production :

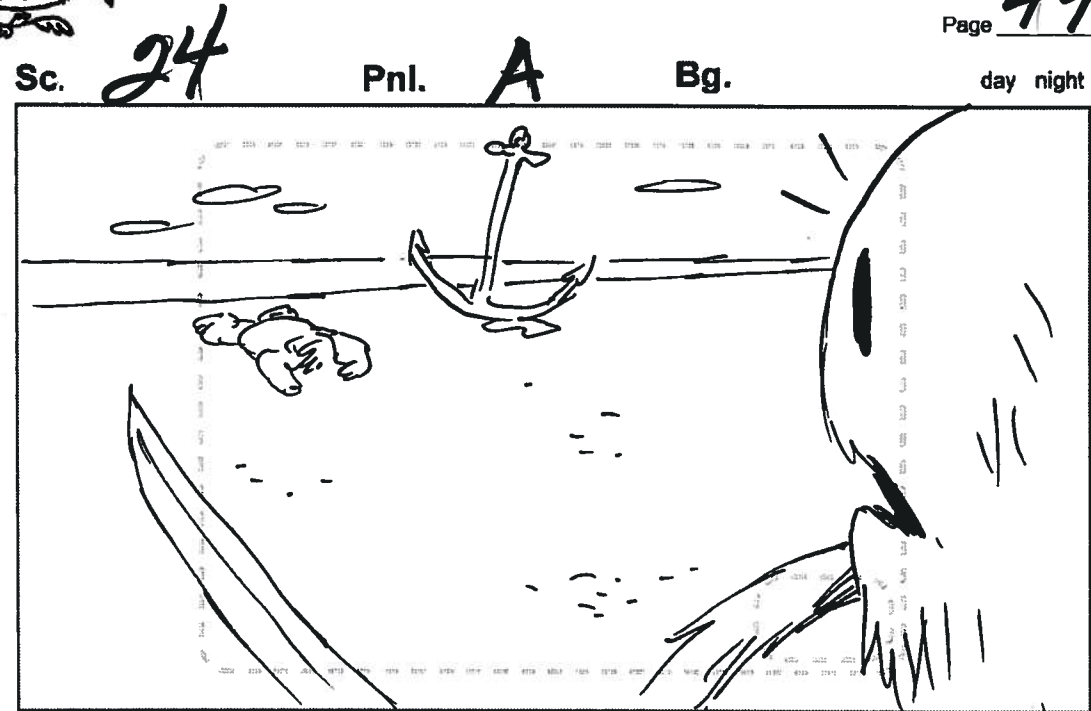
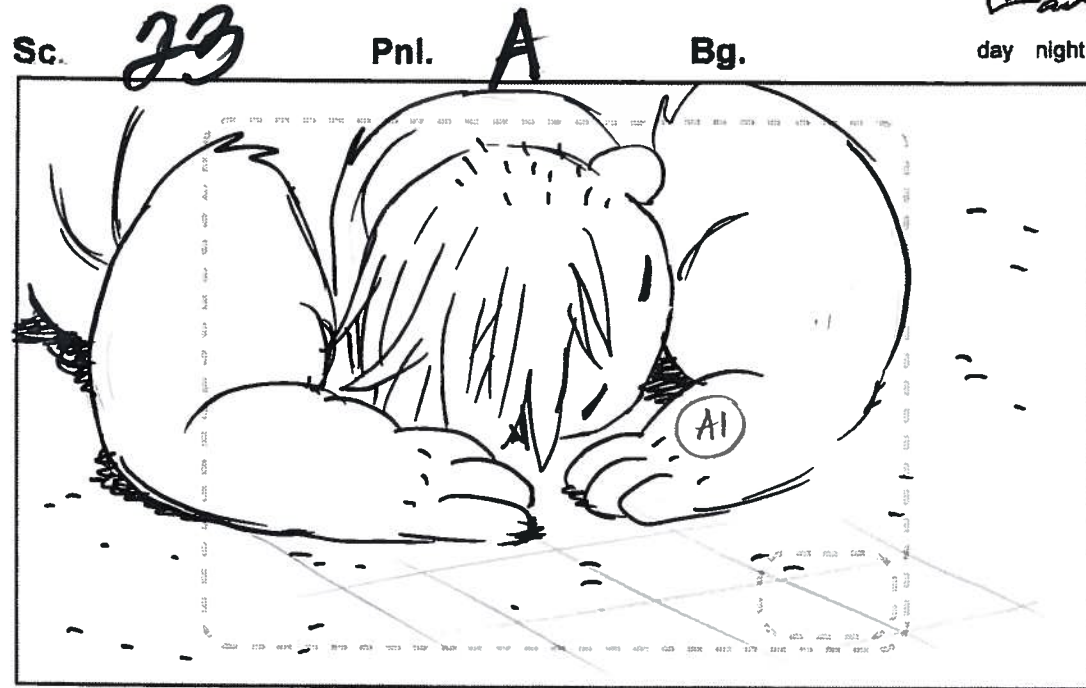
1042 248

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ADVENTURE TIME



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Dialog:

SUSAN → Susan's... cells...
(weak, pained) are on fire...

Action:

- SUSAN TRIES
TO RAISE HAND
(TREMBLE/STAGGER)

Timing:



GF ⇒ GASP! ⇒, SUSAN!

AI
S.P.

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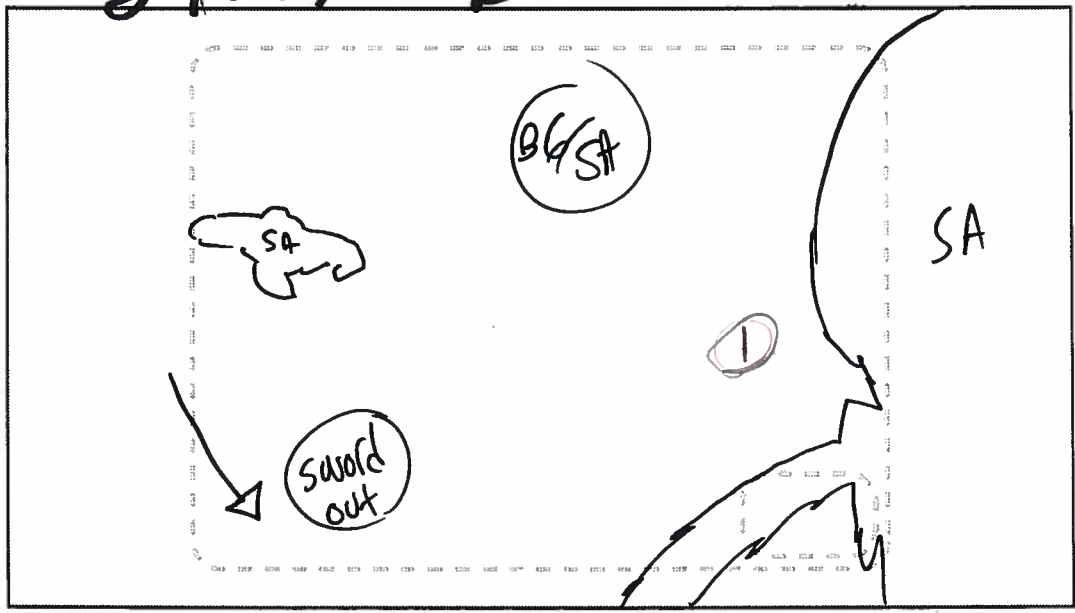
1042 248

1042 248

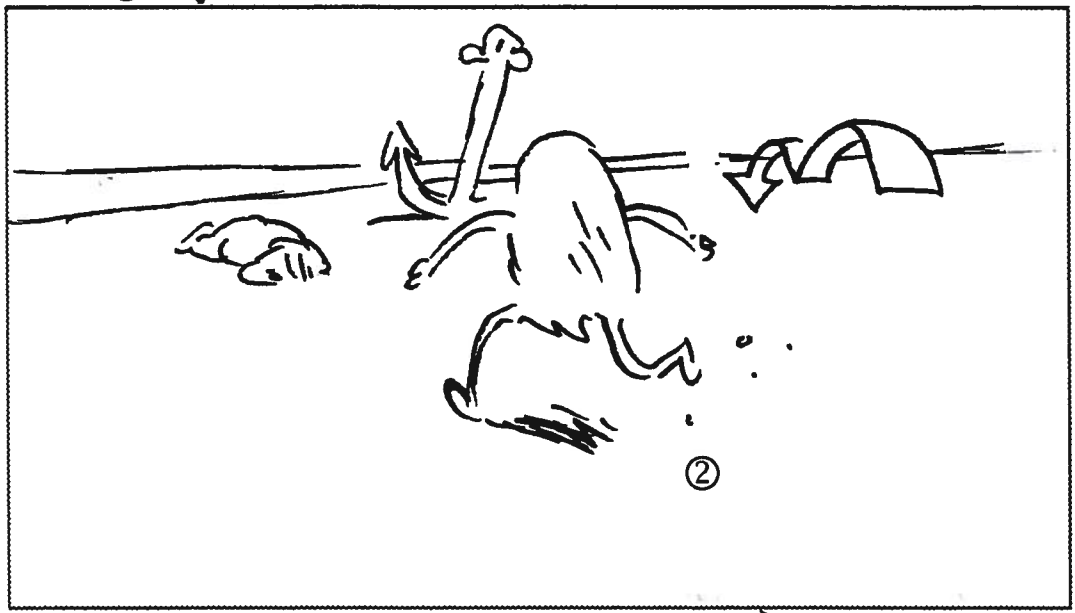
ADVENTURE TIME



Sc. 24 cont Pnl. B Bg. day night



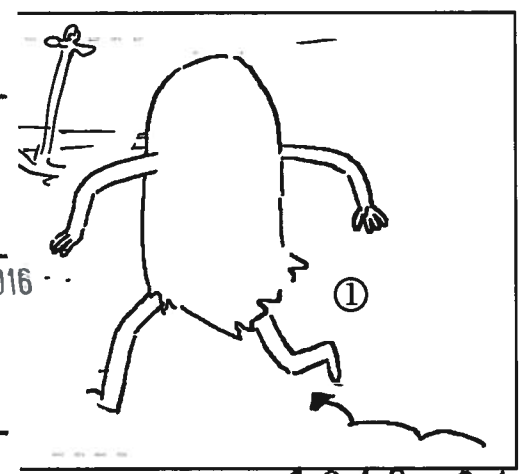
Sc. 24 cont Pnl. C Bg. day night



(GF:) SUSAN!

- GF RUNS TOWARDS SUSAN.

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ADVENTURE TIME



Sc. 25 Pnl. A Bg. day night

Sc. 25 cont Pnl. B Bg. day night

Dialog:

S.P. (A)

(F:) HEY!

Action:

Timing:

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Production :

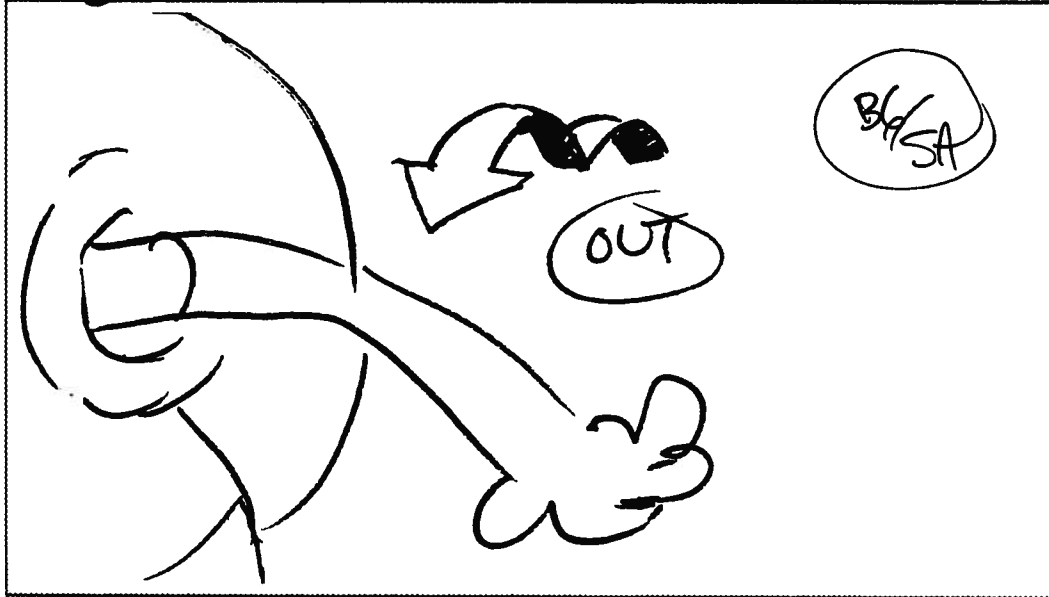
1042 248

1042 248

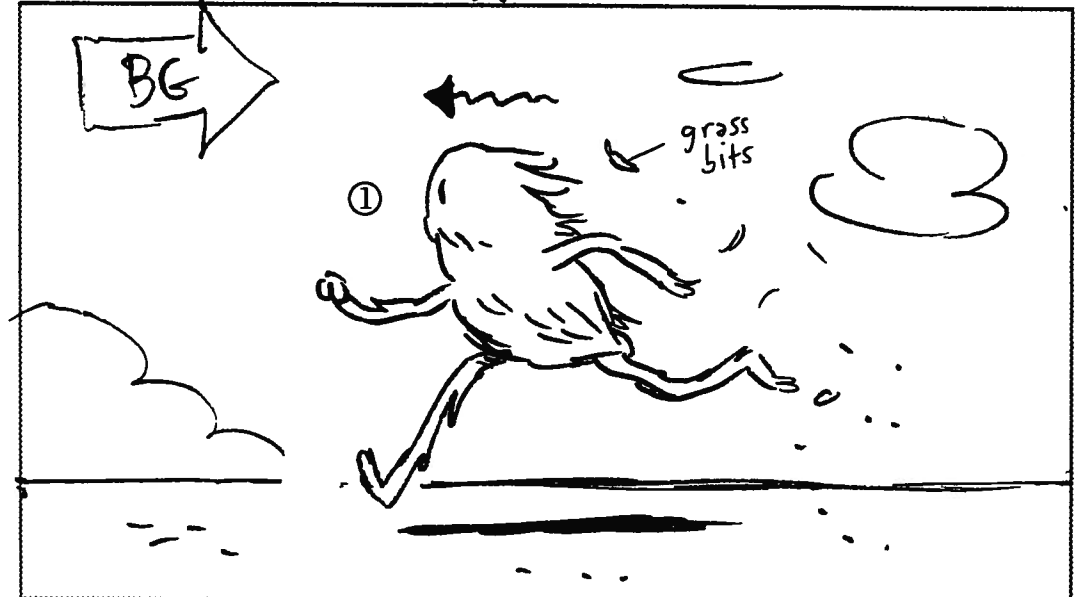
ADVENTURE TIME



Sc. **25 cont** Pnl. **C** Bg. day night



Sc. **26** Pnl. **A** Bg. day night



Dialog:

(F:) HUFF
PUFF

Action:

HEY !

Timing:

-F. RUNS
FORWARD OFF S.

(GF:) HUFF
PUFF

(F) (OS) STOP!
(running)



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Production :

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ADVENTURE TIME



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Sc. 26cont Pnl. B Bg. day night

Sc. 26cont Pnl. C Bg. day night

Dialog:	(G.F.) > HUFF (F) PUFF
Action:	- FINN GAINS ON/S.
Timing:	

(2)

FINN LEAPS AND TACKLES G.F.

(FINN) RRRF!
(G.F.) OOF!
(F)

FEB 25 2016

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Production :

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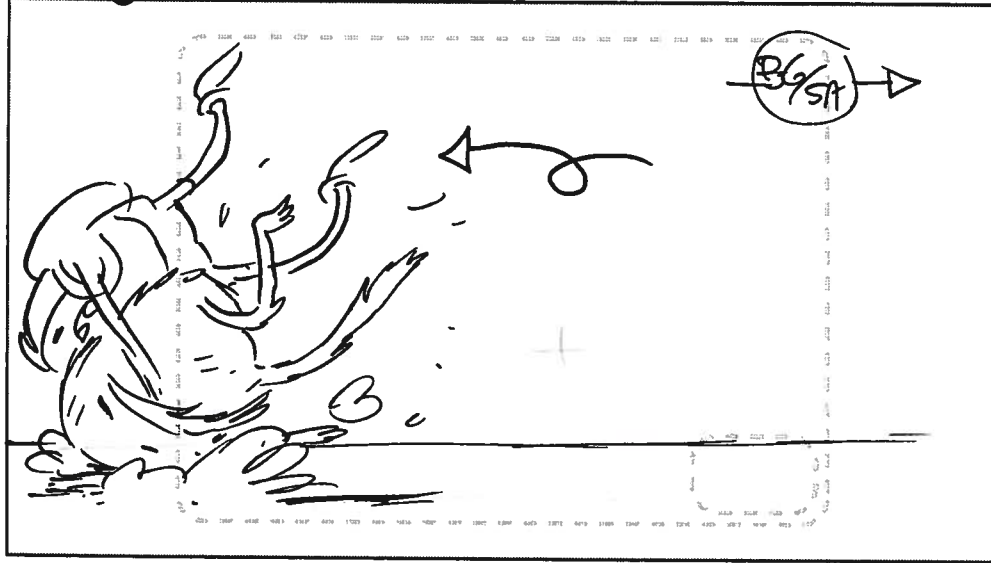
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ADVENTURE TIME

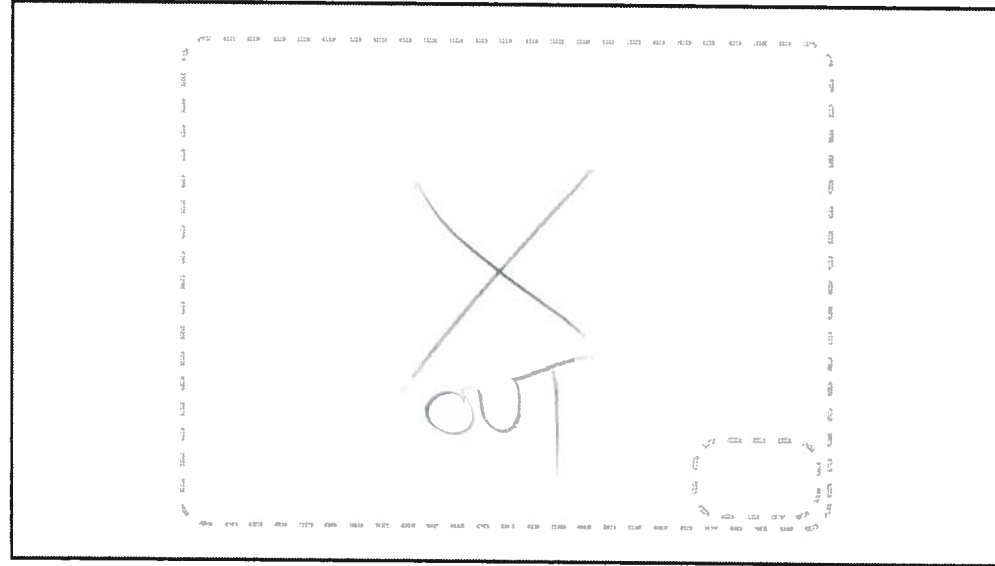


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Sc. **26 cont** Pnl. **D** Bg. day night



Sc. Pnl. Bg. day night



Dialog:		
Action:		- F + GF TUMBLE/ ROLL OFF/S.
Timing:		FEB 25 2016

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Production :

ADVENTURE TIME

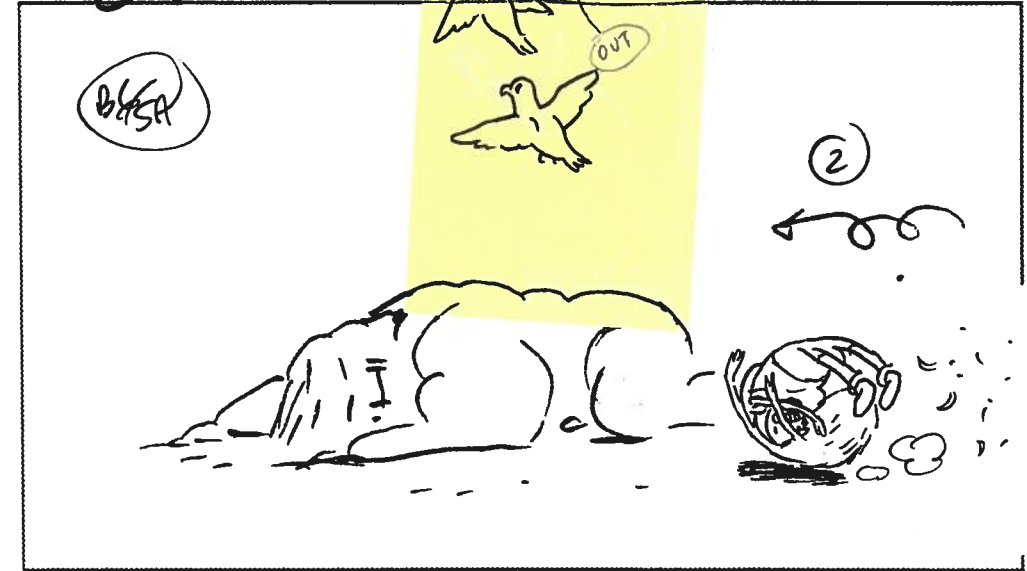


Page **50**

Sc. **27** Pnl. **A** Bg. day night



Sc. **27 cont** Pnl. **B** day night

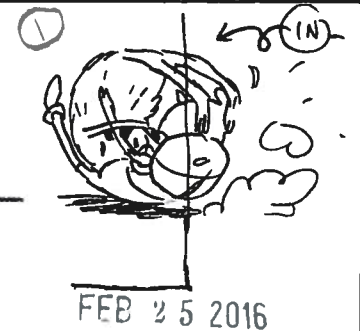


Dialog:

(F)
(GF) * STRUGGLING NOISES *



- F + GF ROLL ON/S.
- GULL FLIES OFF/S.



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RE TIME



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Sc.

27cont Pnl. C

Bg.

day night

Sc.

27cont Pnl. D

Bg.

day night



Dialogue

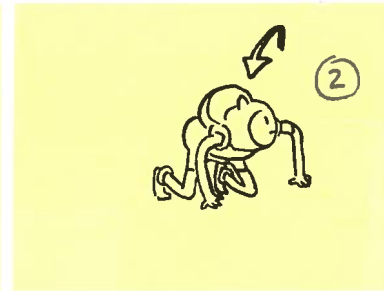


- G.F. + F. ROLL INTO SUSAN AND G.F. IS FLUNG OVER HER BY MOMENTUM.

- F. TURNS

Timer

FEB 25 2016



EPISODE # 1042-248

Production :

ADVENTURE TIME

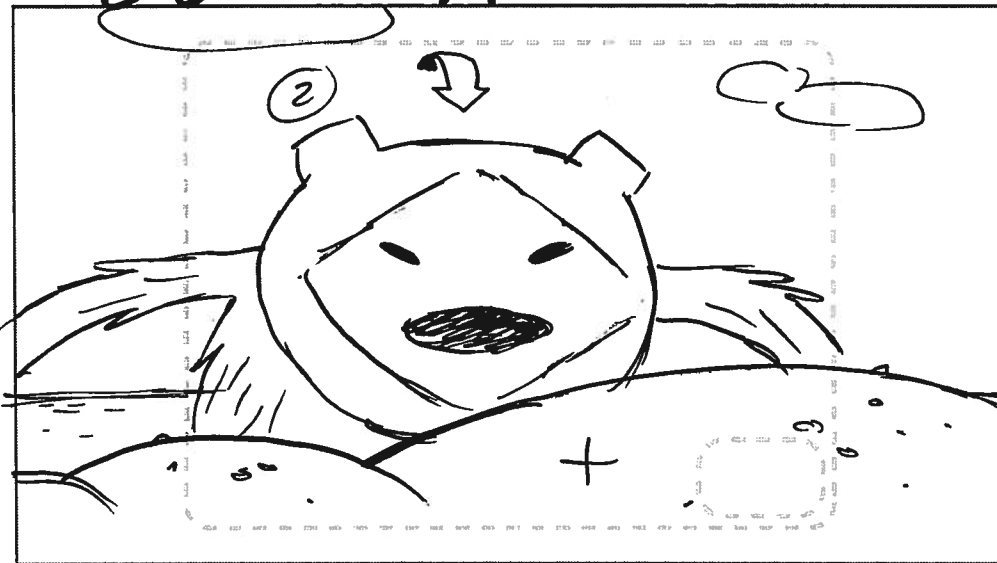


Page **52**

Sc. **27 cont** Pnl. **E** Bg. day night



Sc. **28** Pnl. **A** Bg. day night



EPISODE # 1042-248

Dialog: **simultaneous**
(FINN): YOU LEAVE HER ALONE YOU WEIRDO! → **(F):** SUSAN'S MY FRIEND!
(GF): MUH MEAH MUH MUH MUH MUH MUH! → **(GF):** SUSAH MUH FRUH!

Action: - F + GF STAND UP SIMULTANEOUSLY.

Timing:



+
1042 248

1042 248

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ADVENTURE TIME

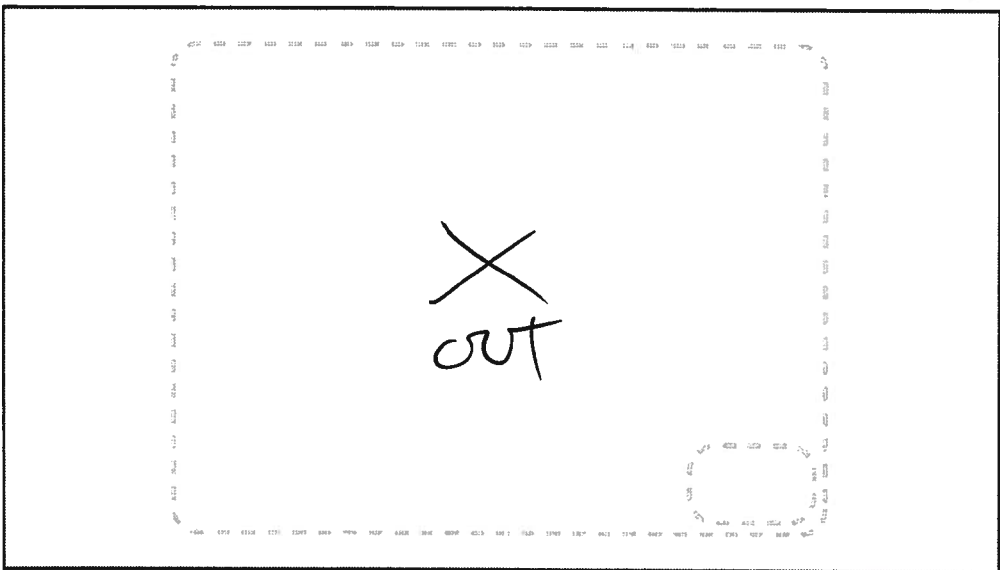


Page **53**

Sc. **28 cont** Pnl. **B** Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(GF) Freeuh... freeh..
Action:	
Timing:	

FEB 25 2016

EPISODE # 1042-248

Production :

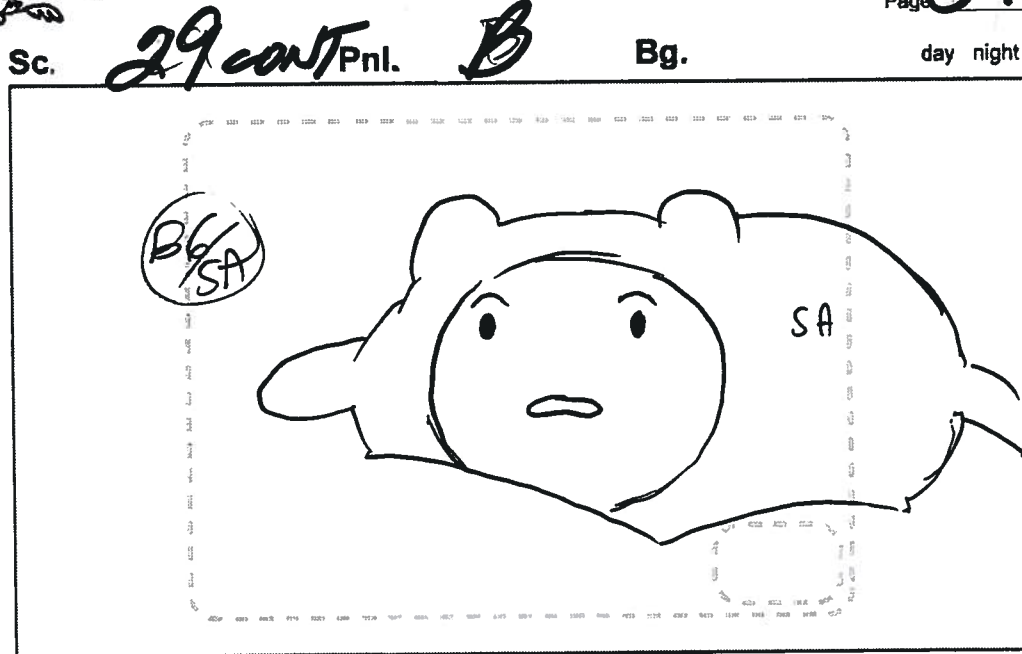
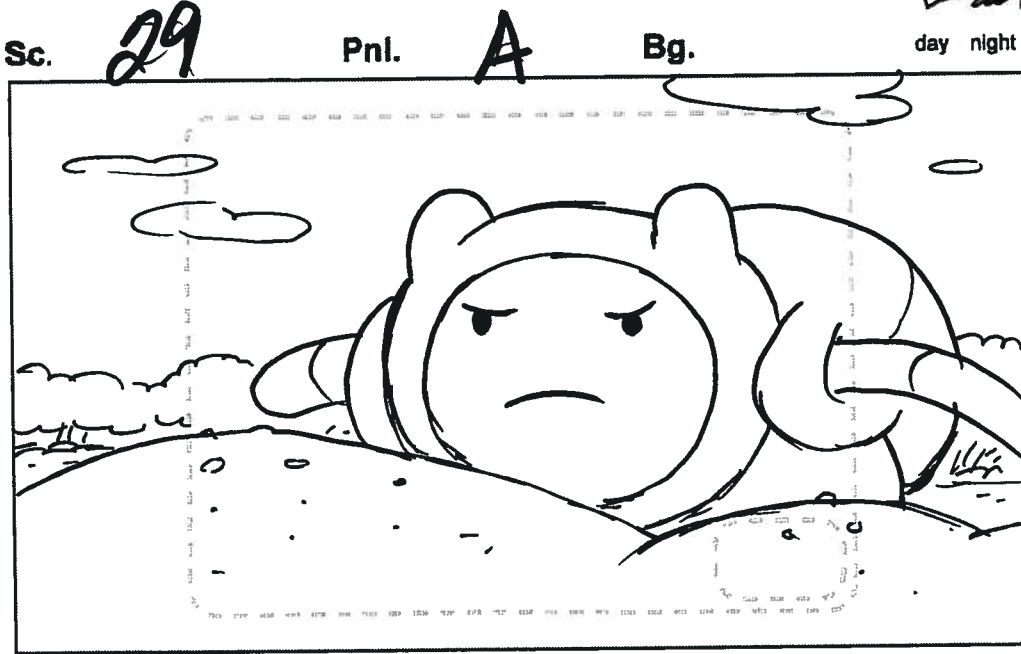
1042 248

1042 248

ADVENTURE TIME



Page **54**



Dialog:

(G) OS: Frehn...d...

(F) * panting from exertion *

Action:

Timing:

(F:) What?

(Z)

FEB 2 5 2016

EPISODE # 1042-248

Production :

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1042 248

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ADVENTURE TIME

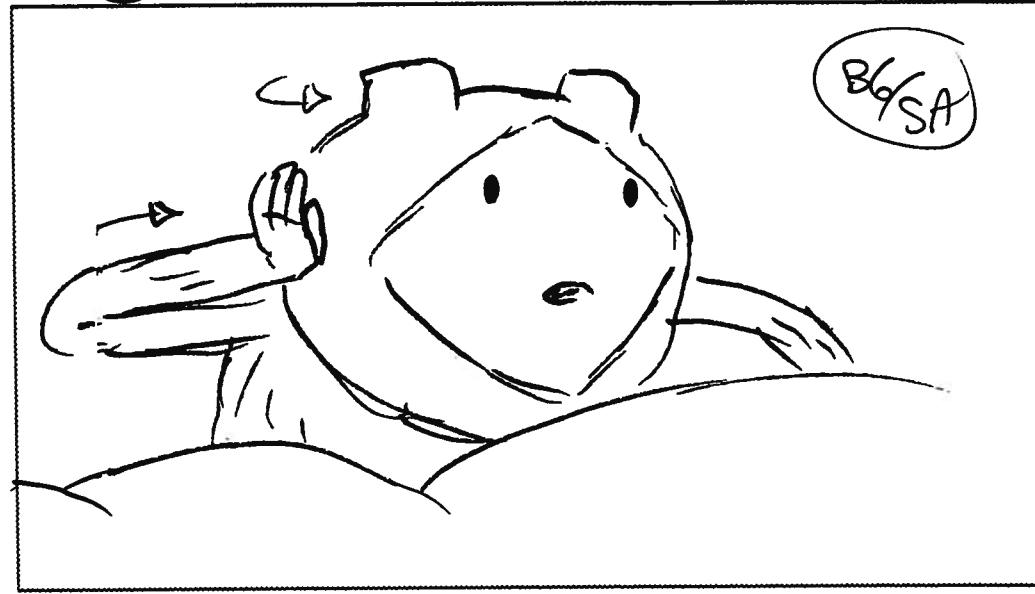


Page **55**

Sc. **30** Pnl. **A** Bg. day night



Sc. **30 cont** Pnl. **B** Bg. day night



Dialog:

(GF:) huh?

Action:

- G.F. CURS 'EAR' TO HEAR BETTER

FEB 25 2016

Timing:

EPISODE # 1042-248

1042 248

Production :

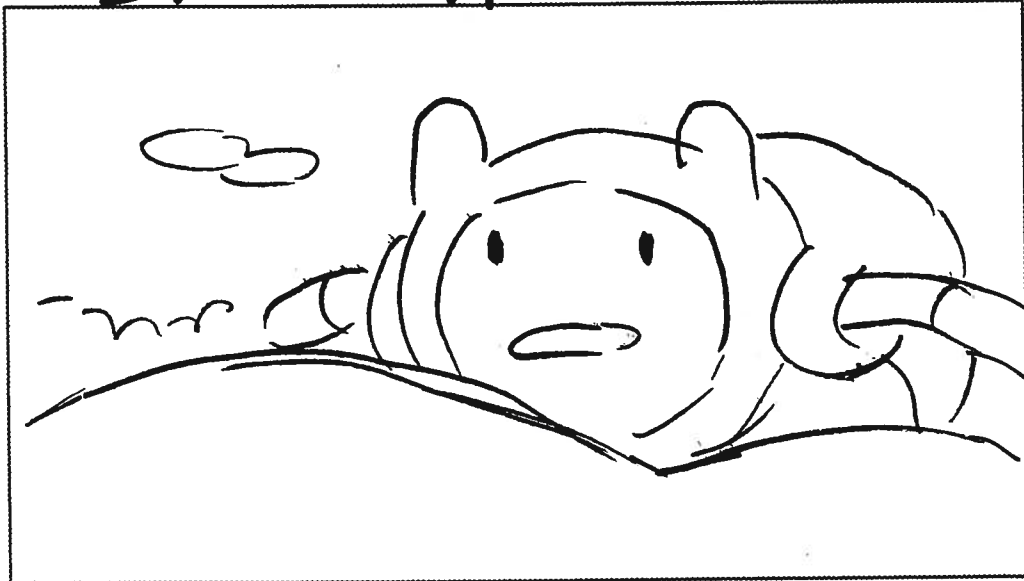
1042 248

ADVENTURE TIME



Page **56**

Sc. **31** Pnl. **A** Bg. day night



Sc. **32** Pnl. **A** Bg. day night



EPISODE # 1042-248

1042 248

Production :

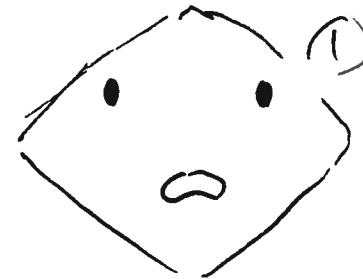
Dialog:

(F:) I said
"what" what you say?

(GF:) "whu.?"^① oh-^②
haha, okay -

Action:

Timing:



FEB 25 2016

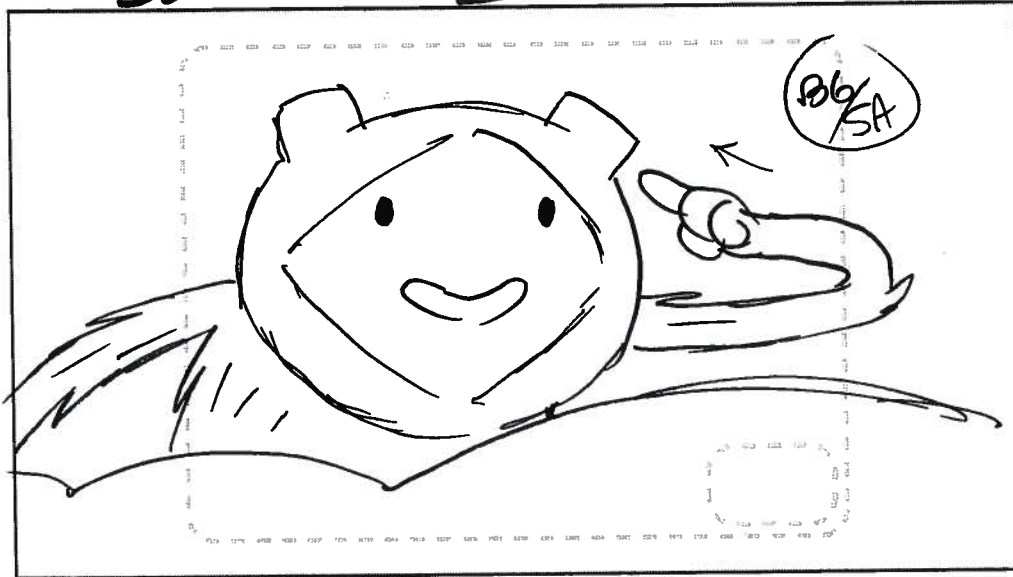
1042 248

ADVENTURE TIME

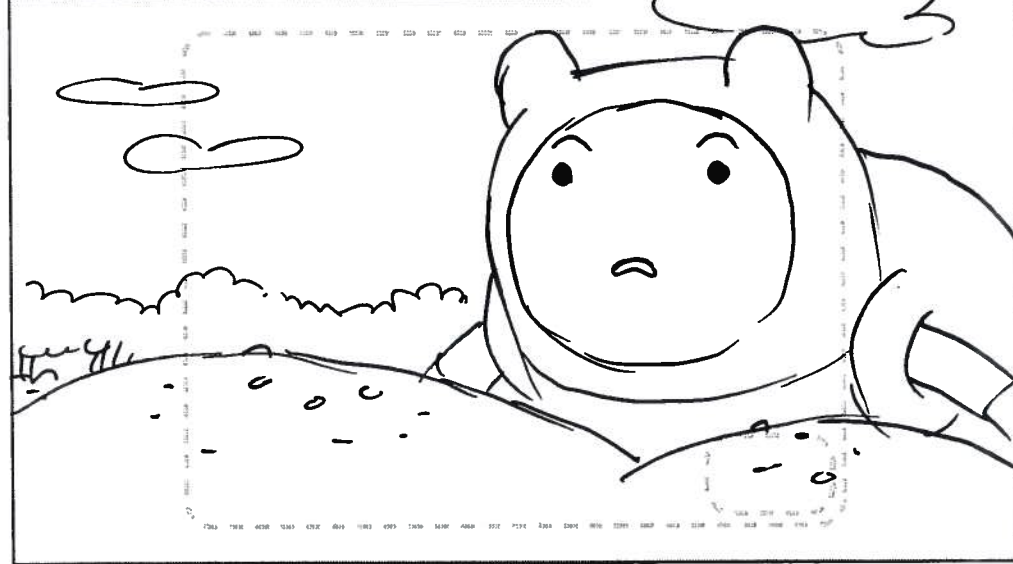


Page **57**

Sc. **32 cont** Pnl. **B** Bg. day night



Sc. **33** Pnl. **A** Bg. day night



Dialog:

GF: → my ears weren't working before for some reason,

GF: → ^(o/s) or my mouth, haha, →

Action:

- G.F. POINTS TO EAR.

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Timing:

EPISODE # 1042-248

Production :

1042 248

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ADVENTURE TIME

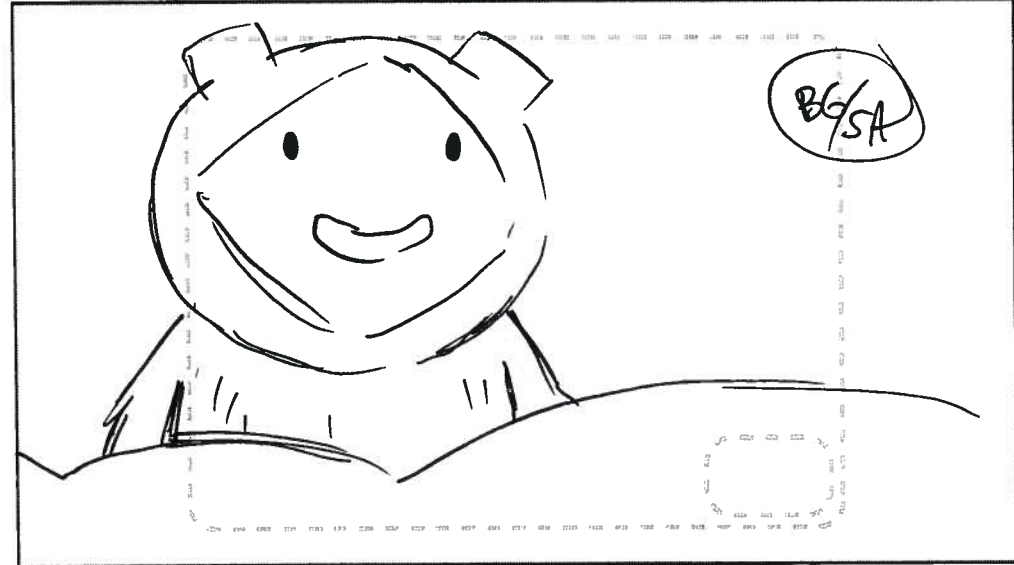


Page **58**


Sc. **34** Pnl. **A** Bg. day night



Sc. **34 cont** Pnl. **B** Bg. day night



Dialog:	GF → Sorry about that, →	GF → I'm sure we musta got off on the wrong foot.
Action:	- GF SHRUGS.	
Timing:		



FEB 25 2016

EPISODE # 1042-248

Production :

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1042 248

ADVENTURE TIME

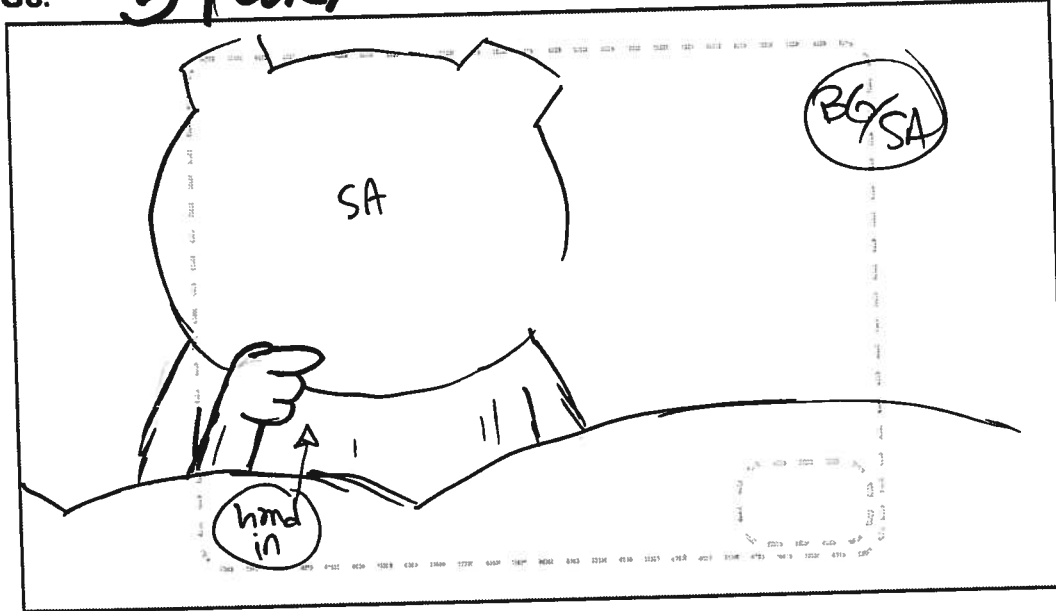


Page **59**

Sc. **34 cont** Pnl. **C**

Bg.

day night

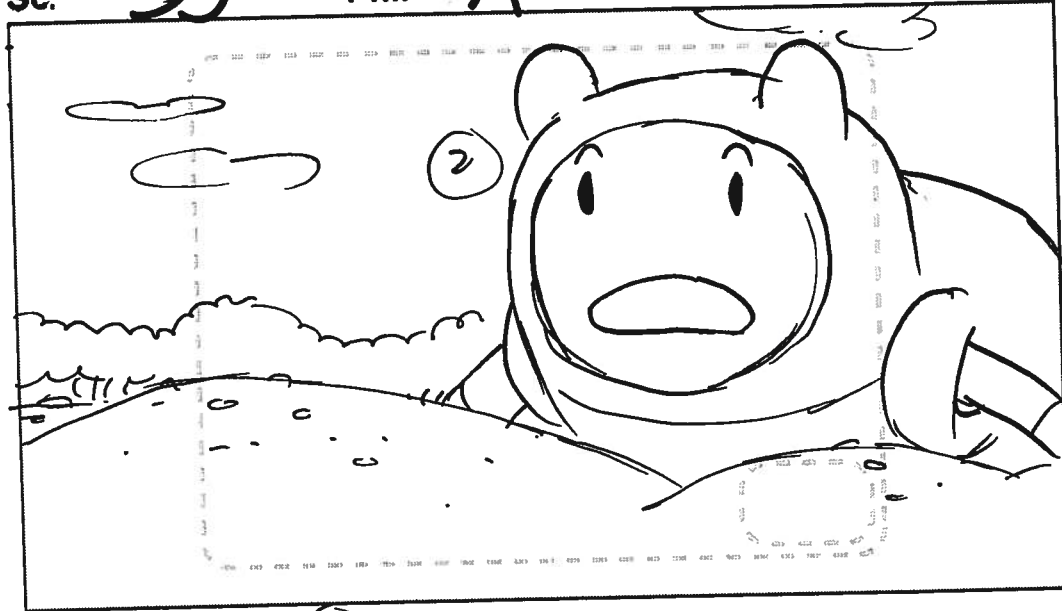


Sc. **35**

Pnl. **A**

Bg.

day night



Dialog:

GF: Also why are you dressed like me? Get a life man.

Action:

Timing:

F: WHAT? You're dressed like ME man, GEEZ!



FEB 25 2016



EPISODE # 1042-248

Production :

1042 248

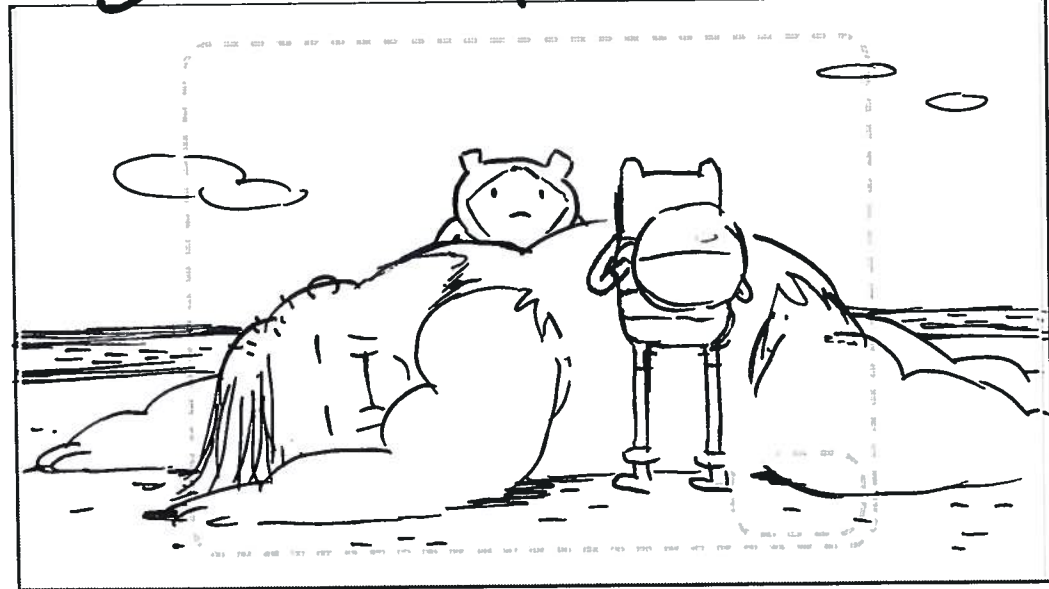
1042 248

ADVENTURE TIME

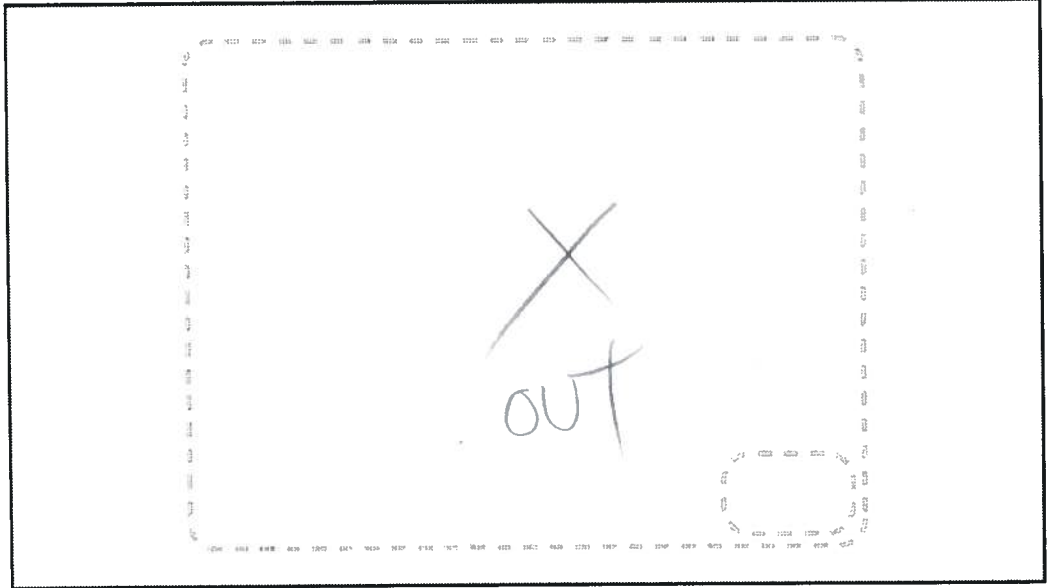


Page **60**

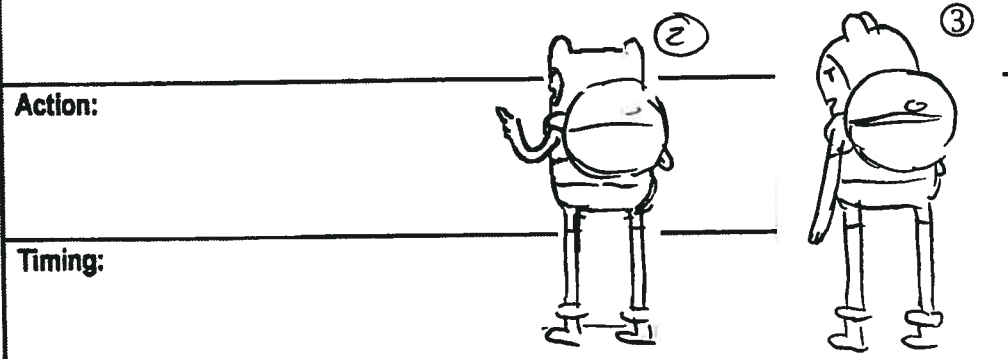
Sc. **36** Pnl. **A** Bg. day night



Sc. Pnl. Bg. day night



Dialog: **FINN** Anyway, you just keep your hands off Susan, guy.



Action:

Timing:

FEB 25 2016

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Production :

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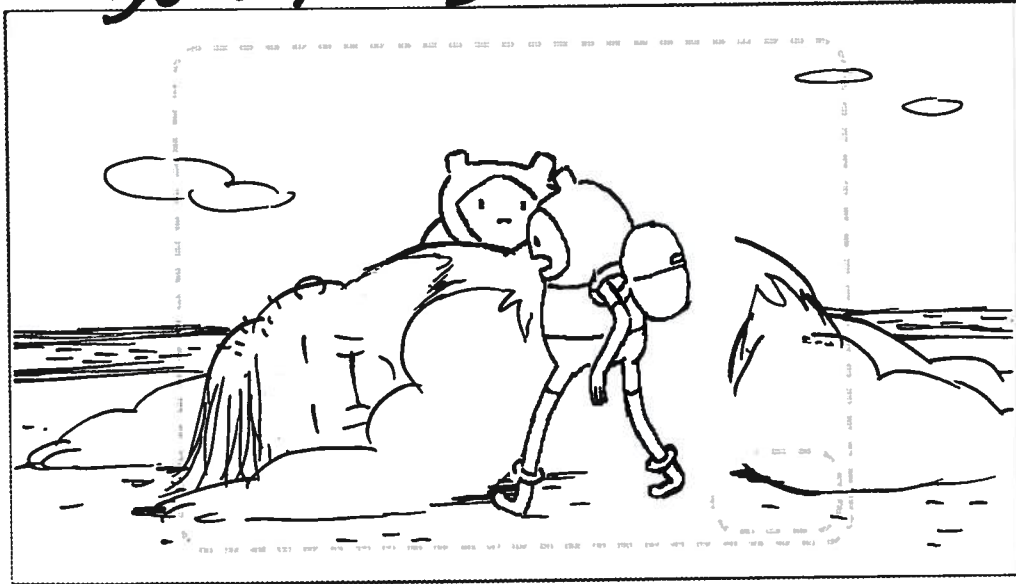
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ADVENTURE TIME

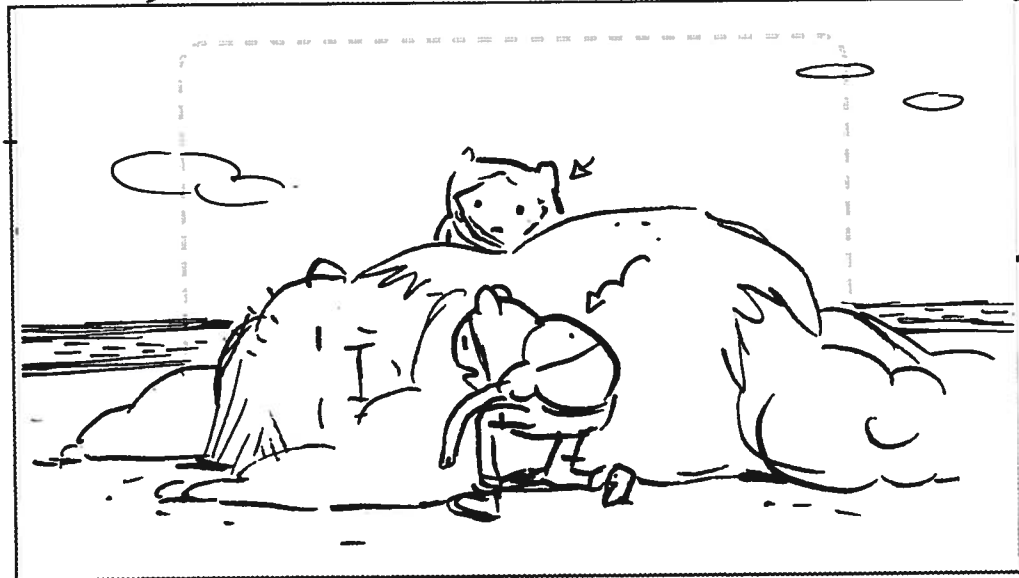


Page 6/6
6/1A NEXT

Sc. 36 cont Pnl. B Bg. day night



Sc. 36 cont Pnl. C Bg. day night



Dialog:

(F:) Susan?...
Can you
hear me? —

Action:

— F. KNEELS
NEXT TO SUSAN.
— G.F. LOOKS DOWN
AT SUSAN'S FACE.

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

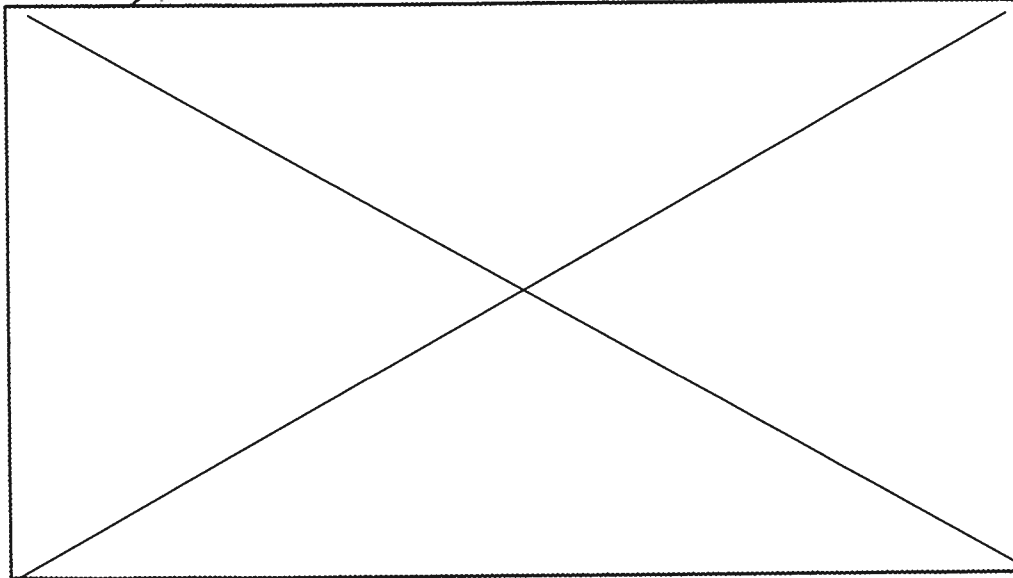
1042 248

ADVENTURE TIME



Page **61A**
62 NEXT

Sc. Pnl. Bg. day night



Sc. **37** Pnl. **A** Bg. day night



Dialog:

(FOS) it's Finn-

Action:

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

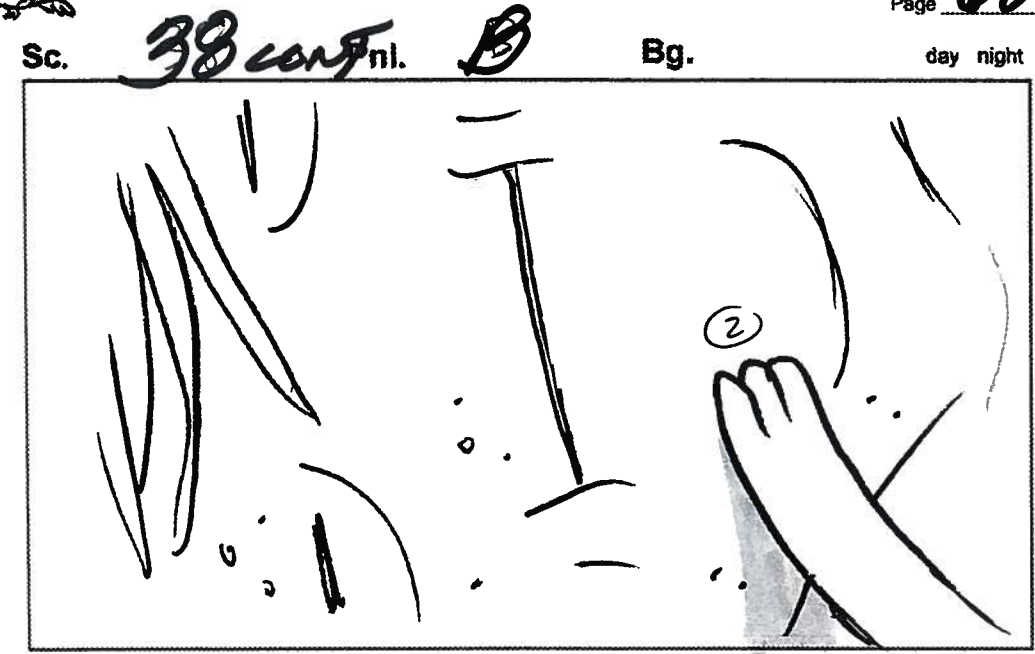
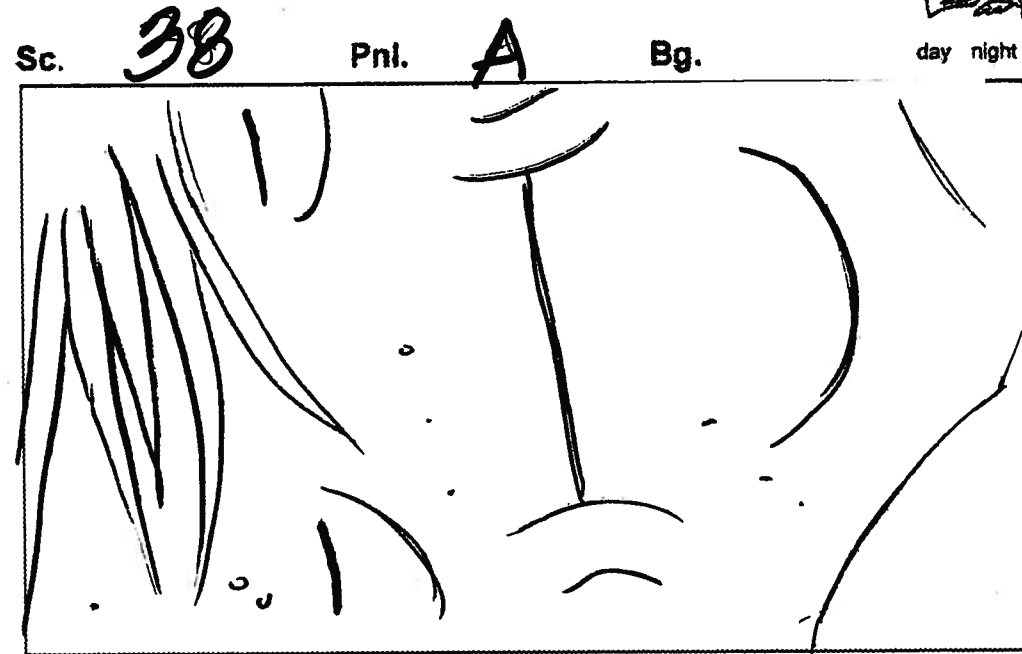
1042 248

1042 248

ADVENTURE TIME



Page **62**



Dialog:	<p>(F:) Susan ?</p> <p>- F. GENTLY TOUCHES SUSAN'S FACE.</p> <p>FEB 25 2016</p>
Action:	
Timing:	

EPISODE # 1042-248

Production :

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1042 248

1042 248

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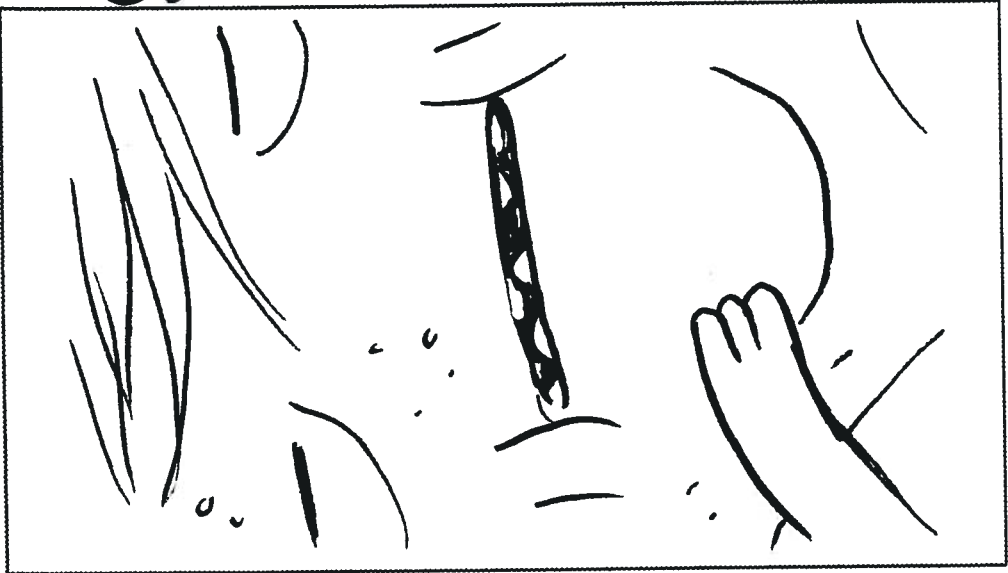
1042 248

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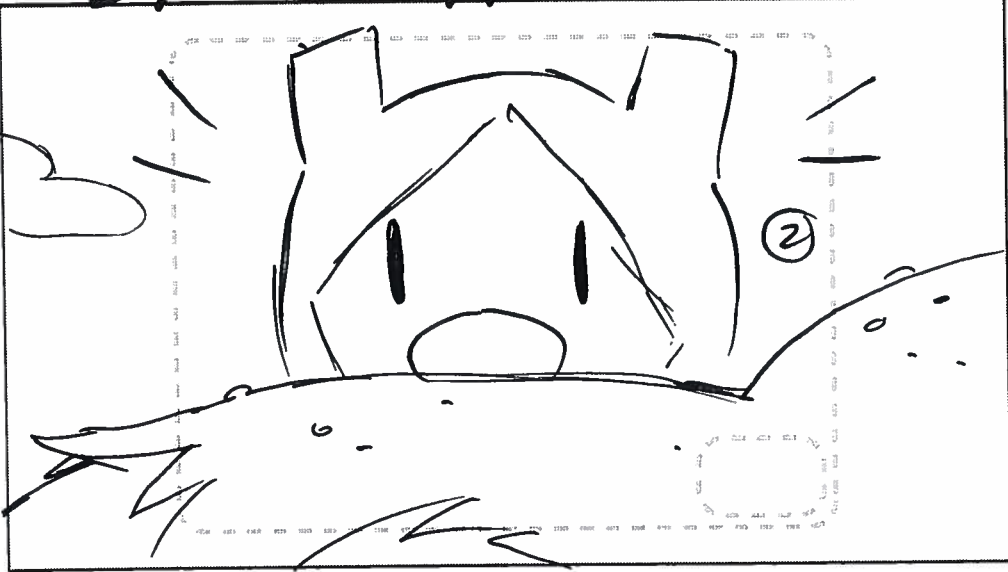
ADVENTURE TIME



Sc. 38 cont Pnl. 2 Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:

SUSAN: oww... - no touch...

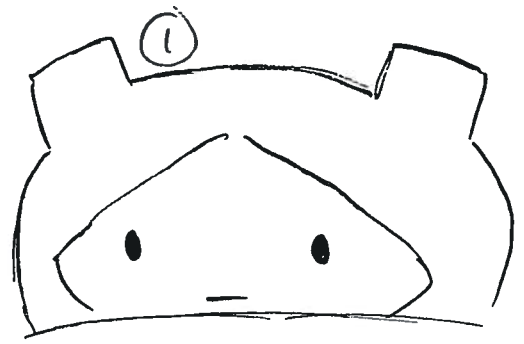
FINNUS Oh, sorry -

Action:

GF: *GASP*

- GF REACTS TO SUSAN'S REACTION

Timing:



FEB 2 5 2016

EPISODE # 1042-248 Production :

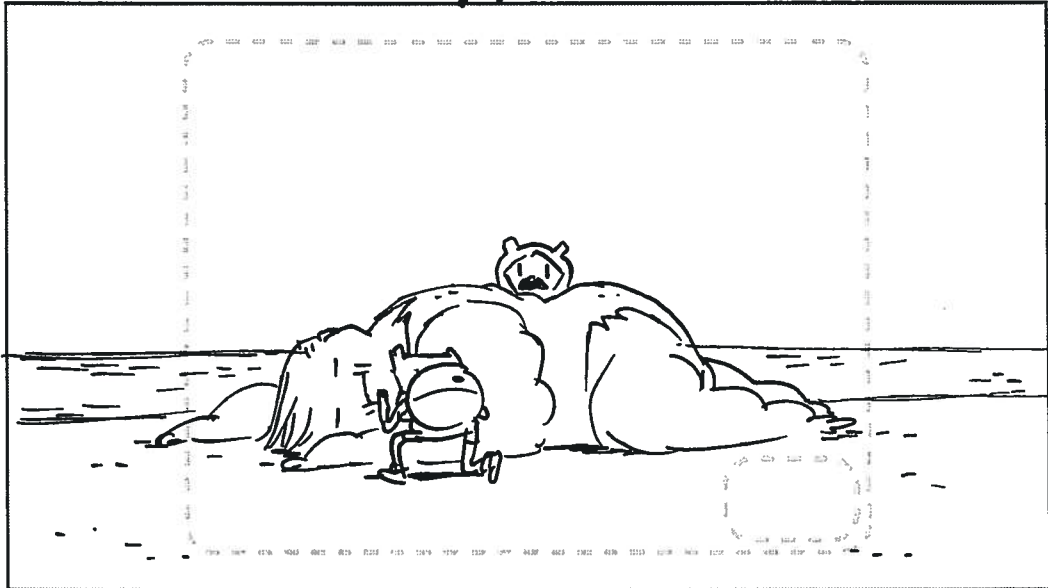
1042 248

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ADVENTURE TIME



Sc. **40** Pnl. **A** Bg. day night



Sc. **40 CONT** Pnl. **B** Bg. day night

Page **64**



Dialog:

SUSAN: :: GROOANN... ::

Action:

- GF HOPS UP
ONTO SUSAN.

Timing:



GRASS FINN
TRANSFORMATION
IS COMPLETE
NOW.

FEB 25 2016

EPISODE # 1042-248

PRODUCTION :

1042 248

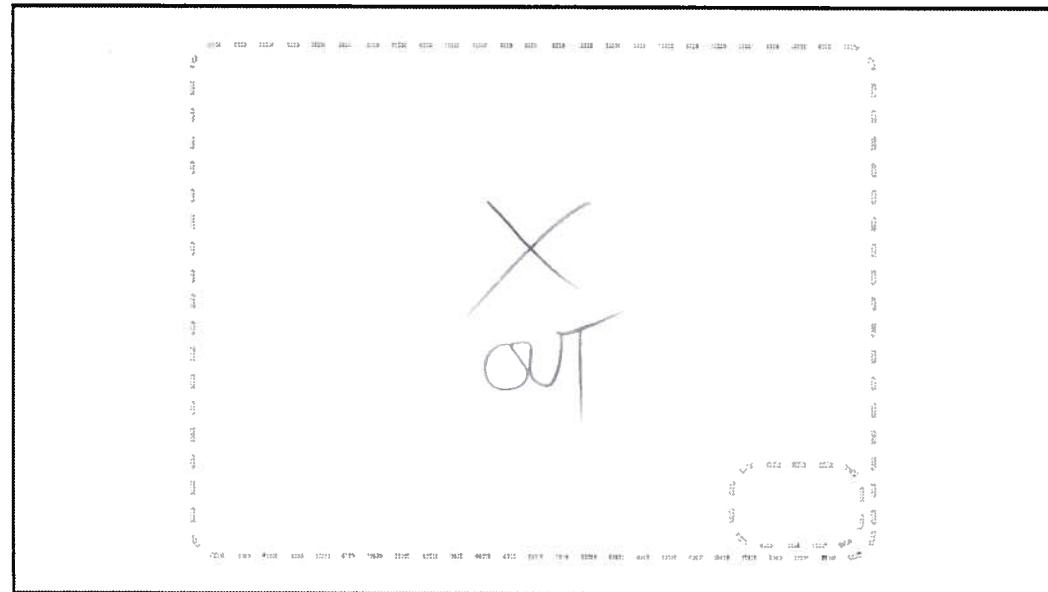
1042 248



ADVENTURE TIME

Sc. 40 cont Pnl. C Bg. day night Sc. Pnl. Bg. day night

Page 65



Dialog:
overlap < (SUSAN) → * ... groan trails off *
(GF) YOU KEEP YOUR HANDS OFF MY FRIEND !!

Action:

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME

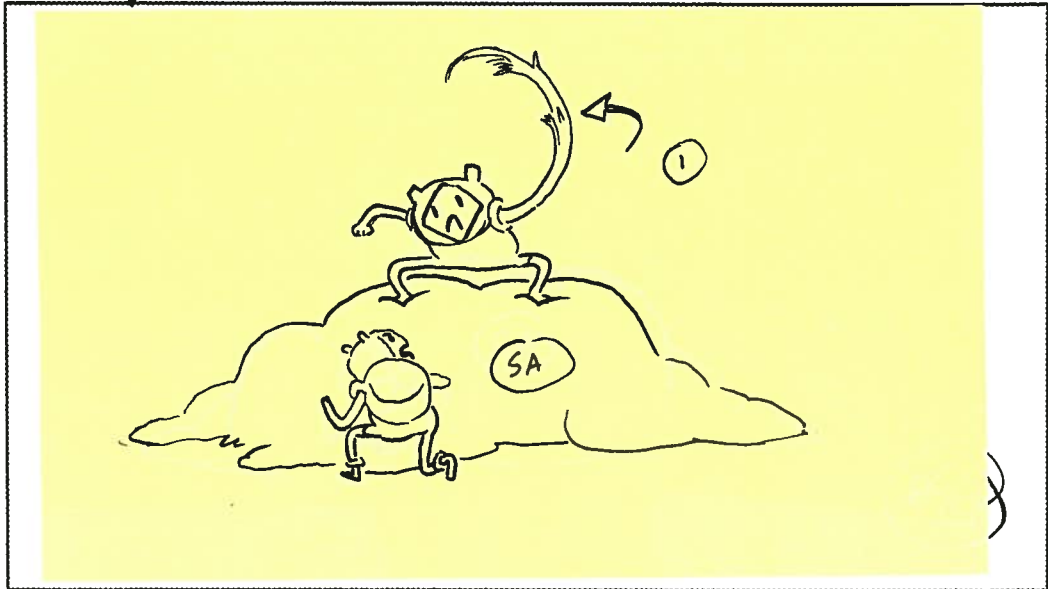


Page **66**

Sc. **40 cont** Pnl. **D** Bg. day night



Sc. **40 cont** Pnl. **E** Bg. day night



Dialog:

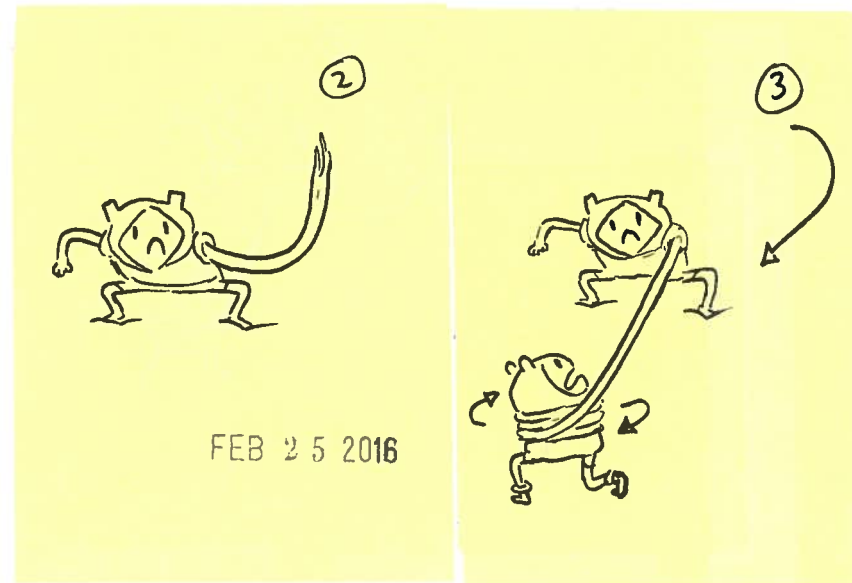
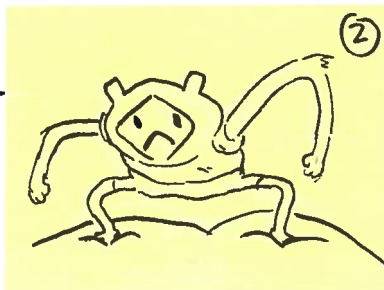
(F: (annoyed))
WHAT ARE YOU ON
ABOUT-- AH!!

Action:

-GF FORMS ARM INTO
TENDRIL THAT WHIPS
AROUND FINN.

Timing:

(SFX) WHIPISH ⚡



EPISODE # 1042-248

1042 248

Production :

1042 248

ADVENTURE TIME

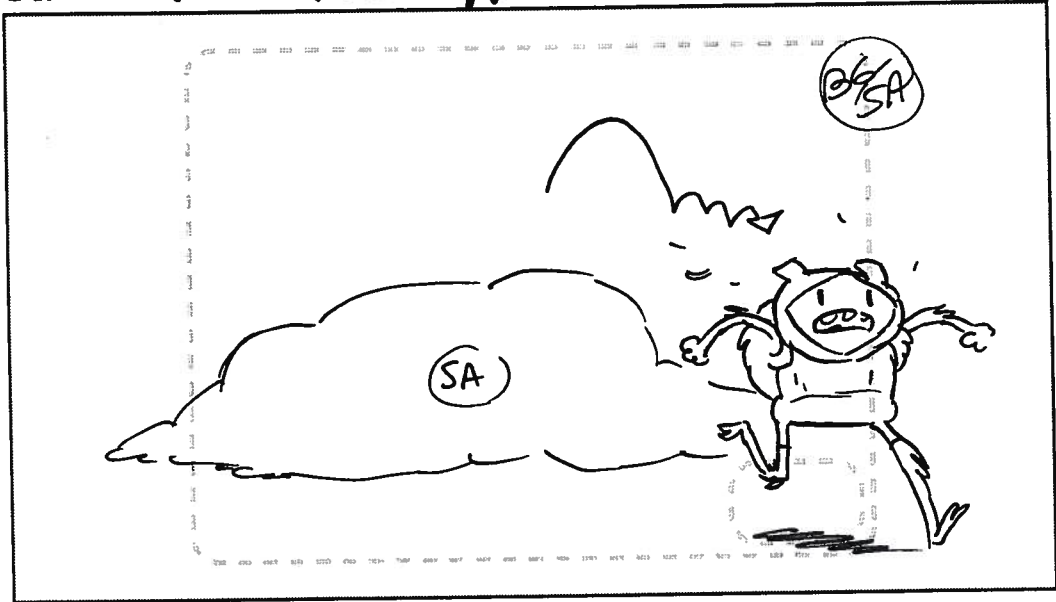


Sc.

40 cont Pnl. H

Bg.

day night

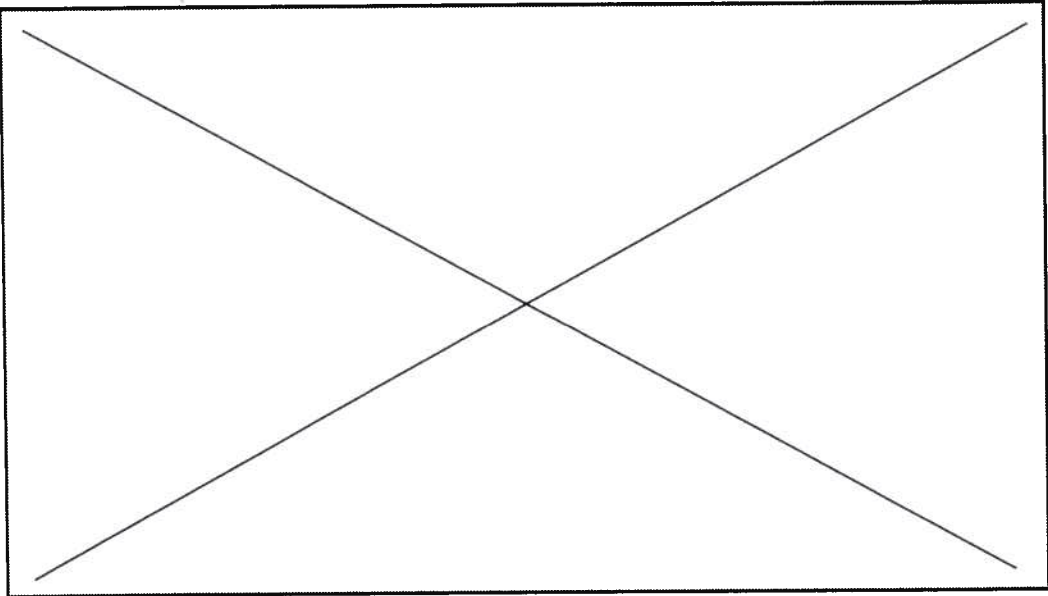


Sc.

Pnl.

Bg.

day night



Dialog:

G.F.: DON'T WORRY SUSAN!!

Action:

- G.F. HOPS OFF SUSAN AND RUNS OFF/S.

FEB 2 5 2016

Timing:

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Production :

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ADVENTURE TIME

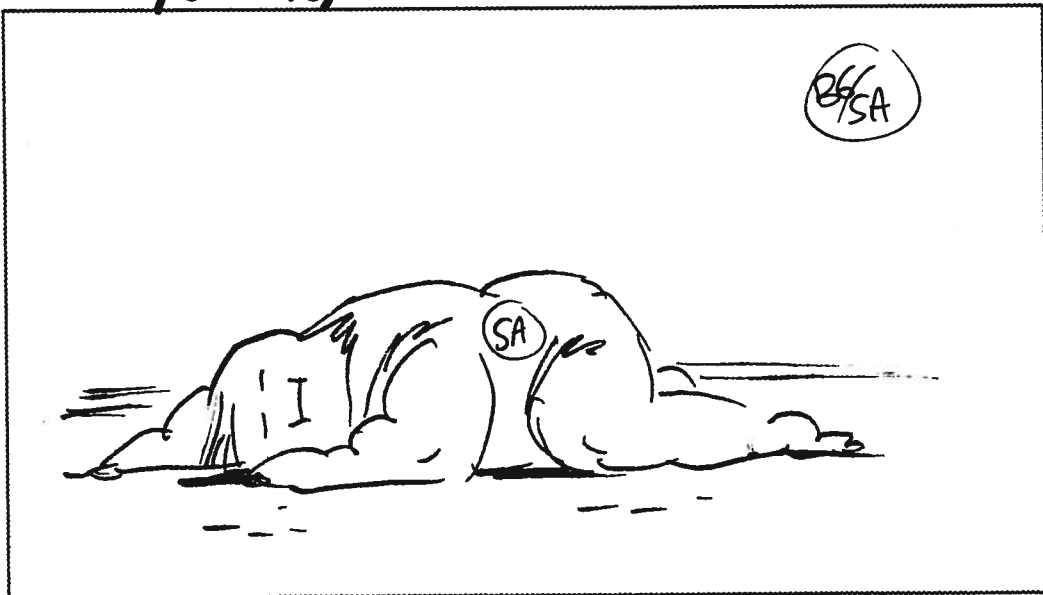


Page **69**
day night

Sc. **40 cont** Pnl. **I**

Bg.

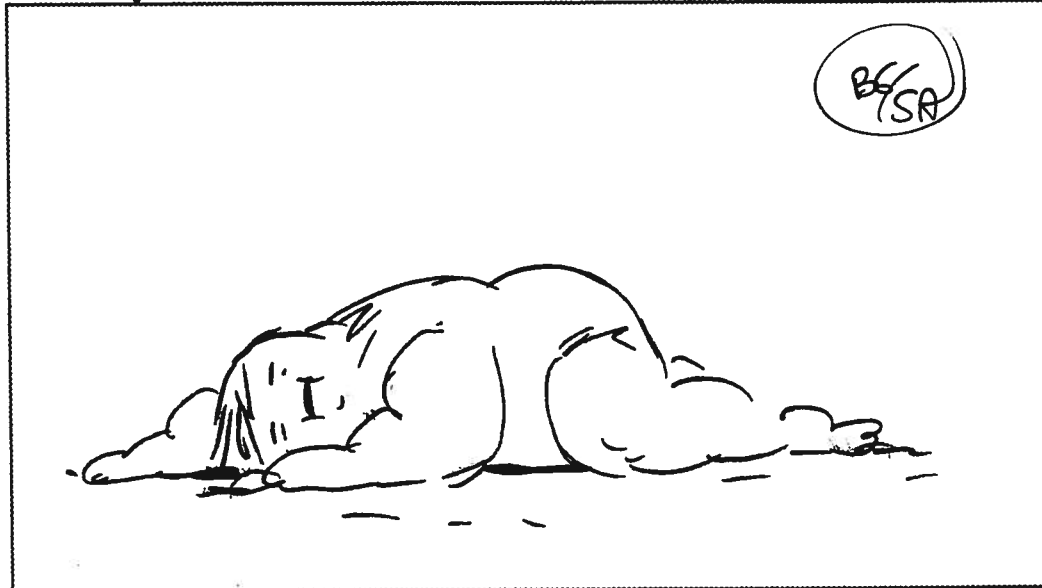
day night



Sc. **40 cont** Pnl. **J**

Bg.

day night



Dialog:

GF: (FIGHTING NOISES)
FINN: YAAHH! OOF
POW!
GRAT! OW!
SLAM

Action:

Timing:

SFX: (FIGHTING)

FEB 25 2016

EPISODE # 1042-248

Production :

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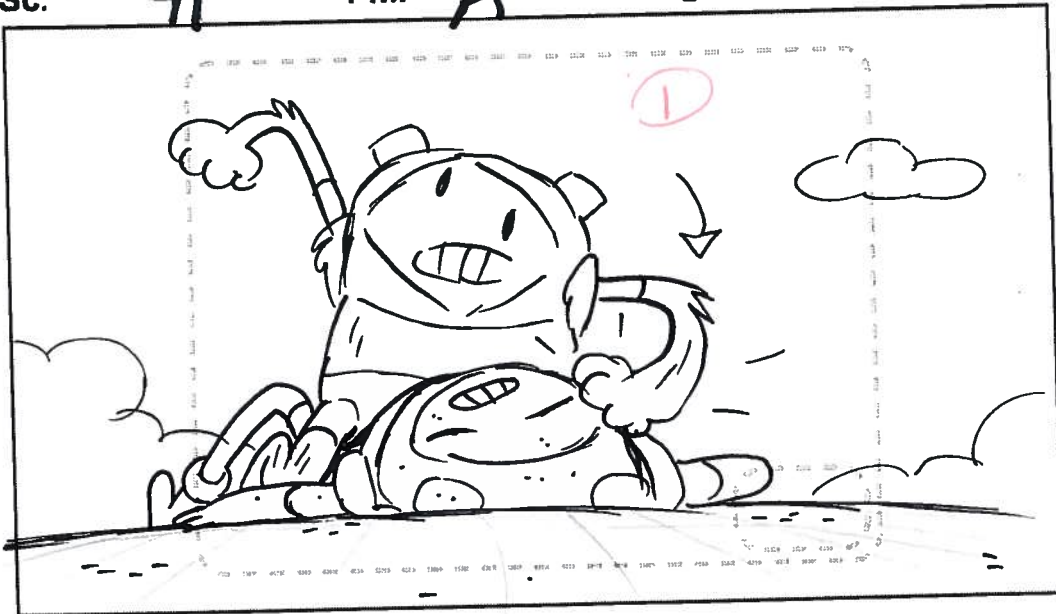
1042 248

ADVENTURE TIME

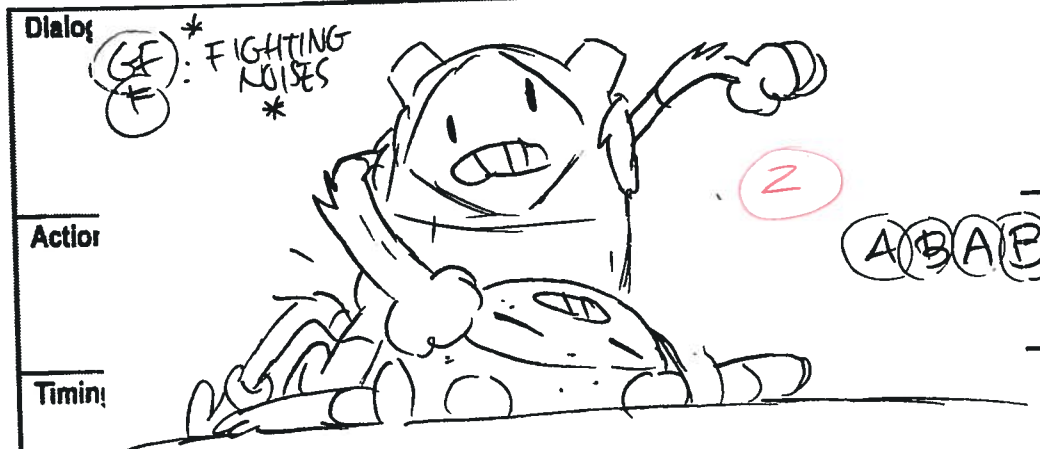
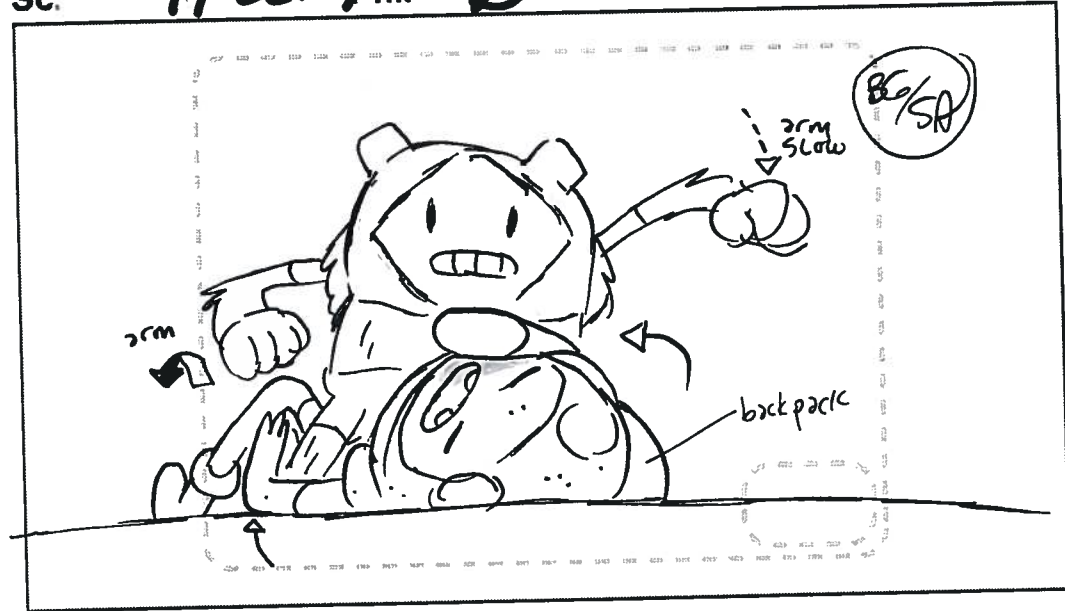


Page **70**

Sc. **41** Pnl. **A** Bg. day night



Sc. **41 cont.** Pnl. **B** Bg. day night



(F) ALRIGHT! ALRIGHT!
ENOUGH! →

(A)(B)(A)(B) → (C)

- FINN SHIELDS HIS
FACE W/ ARM.

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

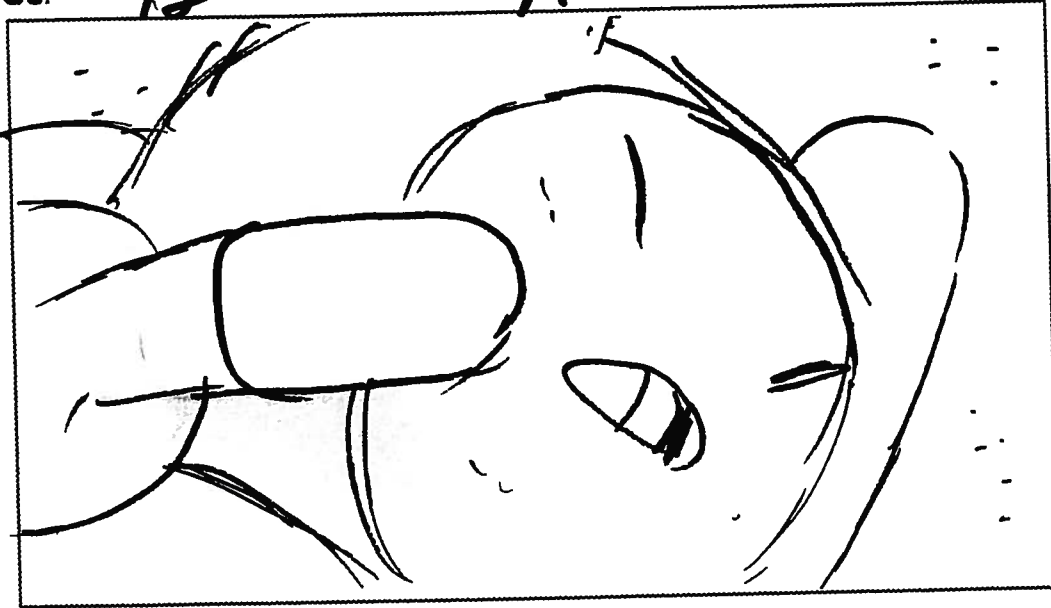
1042 248

ADVENTURE TIME

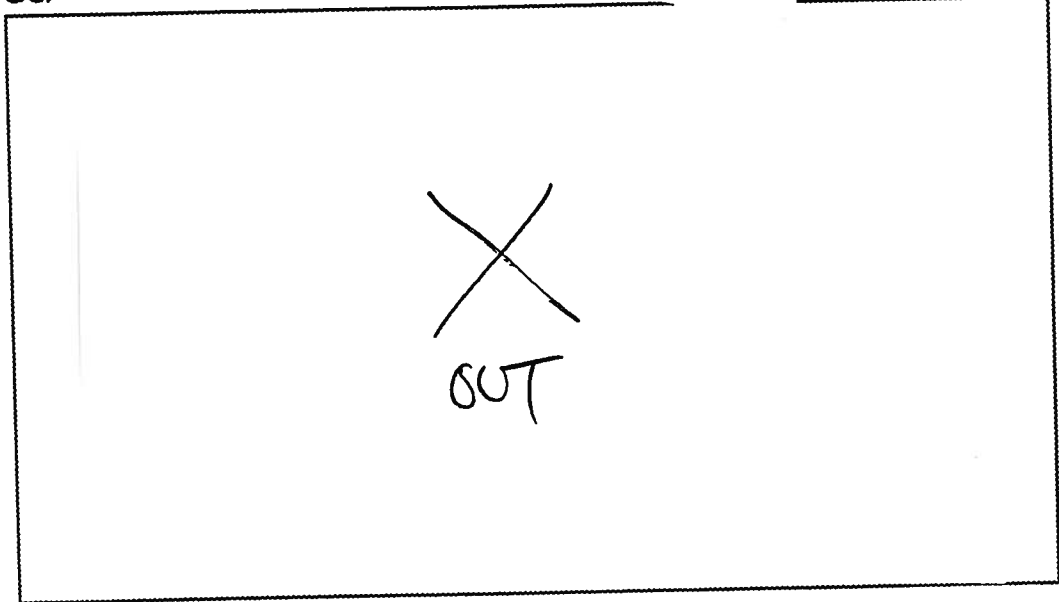


Page 71

Sc. 42 Pnl. A Bg. day night



Sc. Pnl. day night



Dialog:

(F) → TRUCE
TRUCE!
ARGH!

Action:

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

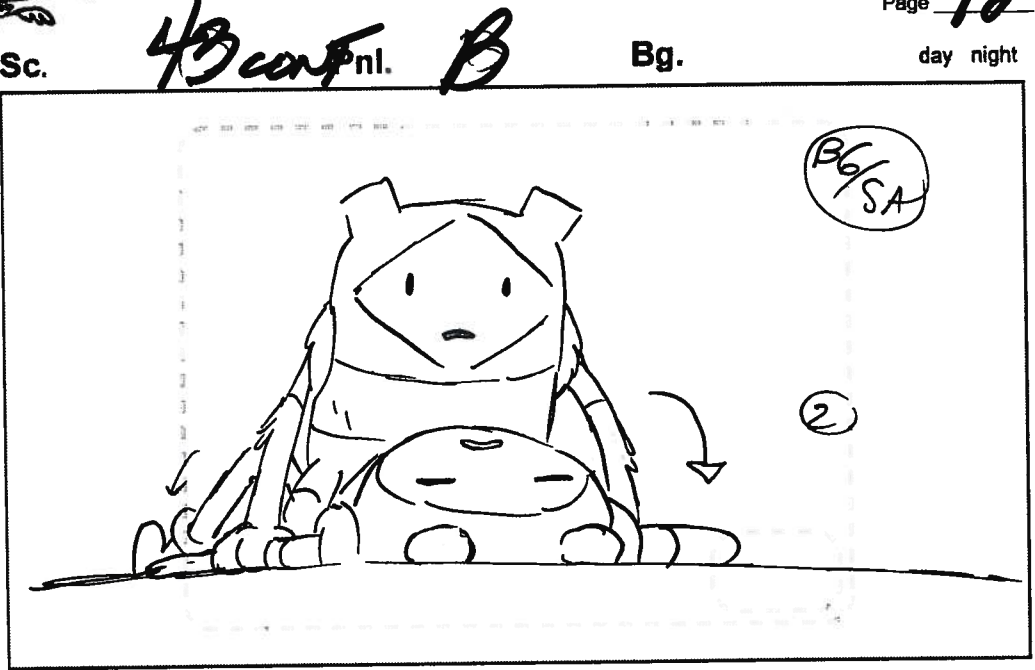
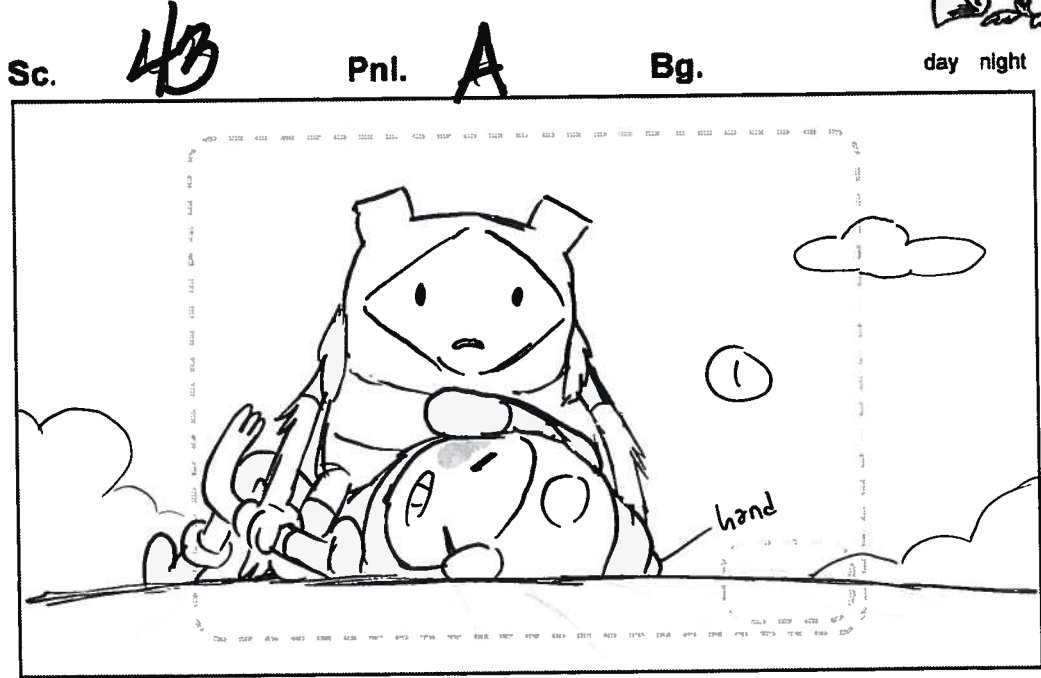
1042 248

1042 248

1042 248

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ADVENTURE TIME



Dialog:

GF: * PANTING * —>
FINN: * PANTING * —>

Action:

- FINN FLOPS HIS ARMS BACK.
FEB 25 2016

Timing:

EPISODE # 1042-248
Production :

1042 248

1042 248

1042 248

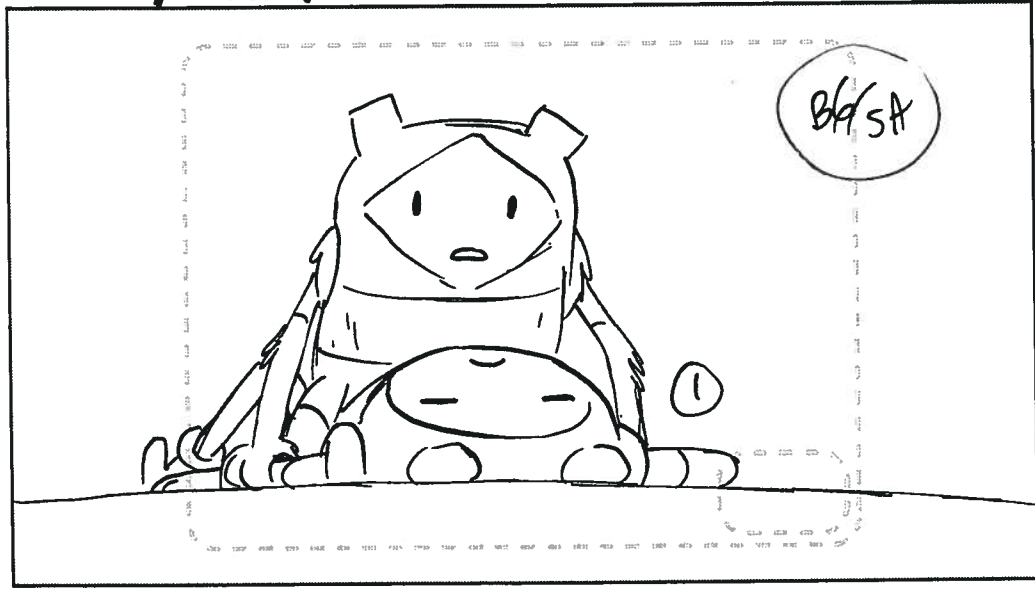
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ADVENTURE TIME

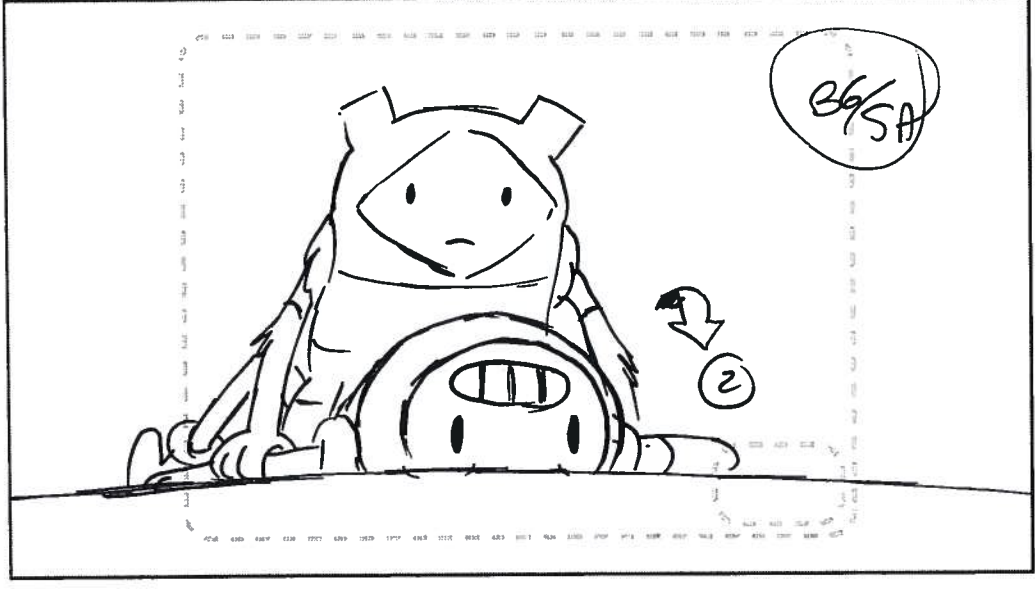


Page **73**

Sc. **43 cont** Pnl. **C** Bg. day night



Sc. **43 cont** Pnl. **D** Bg. day night



Dialog: (GF) ① sorry dawg, but I can't let you ② hurt Susan. (F:) RRRRR
① → ② →

Action: ②
Timing: ①
FEB 25 2016

EPISODE # 1042-248

EPISODE #

1042 248

Production :

1042 248

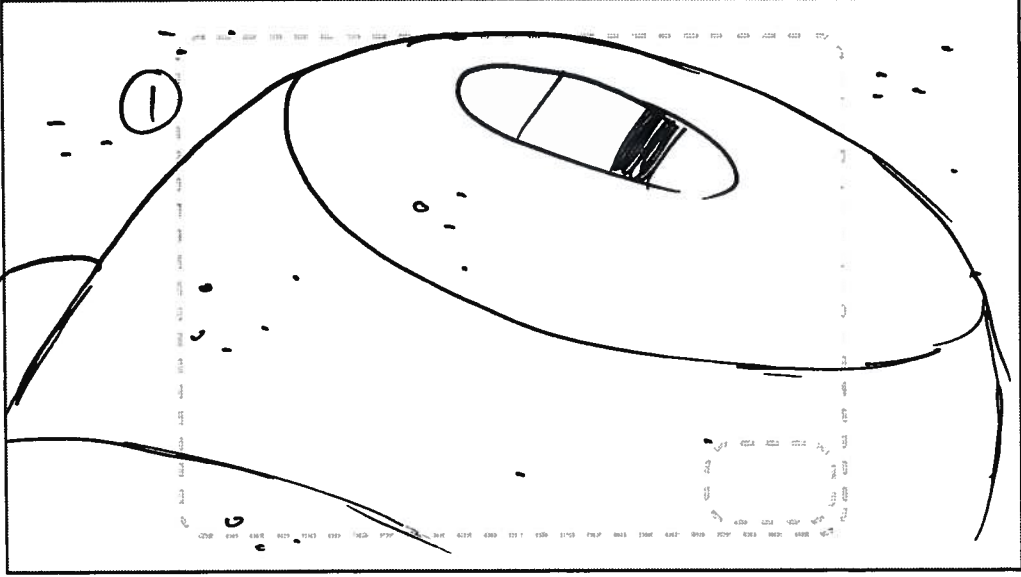
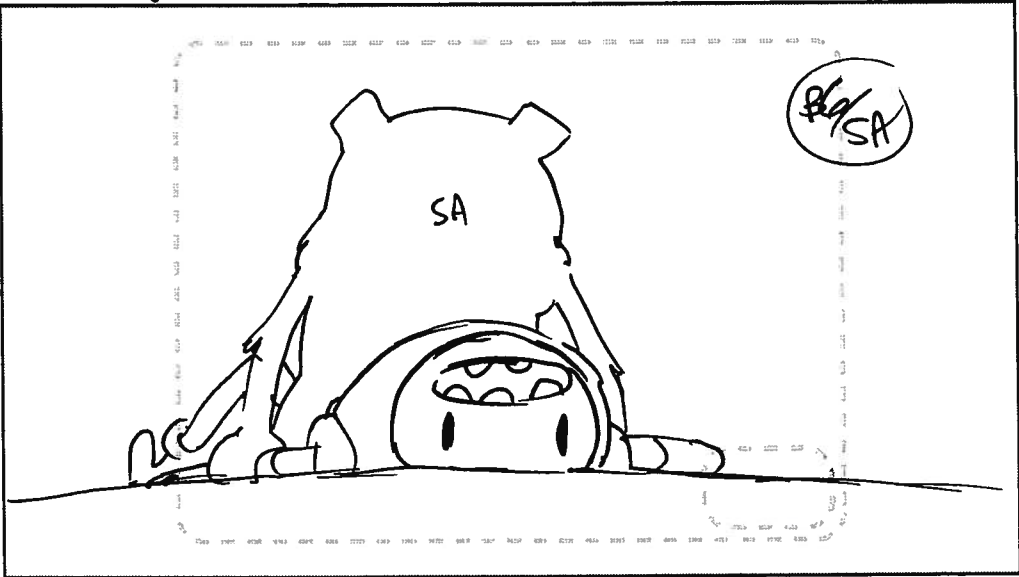
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ADVENTURE TIME



Sc. 43 cont Pnl. E Bg. day night Sc. 44 Pnl. A Bg. day night

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Dialog:	(F:) I WASN'T GONNA HURT HER!!
Action:	
Timing:	FEB 25 2016

Production : 1042-248

ADVENTURE TIME

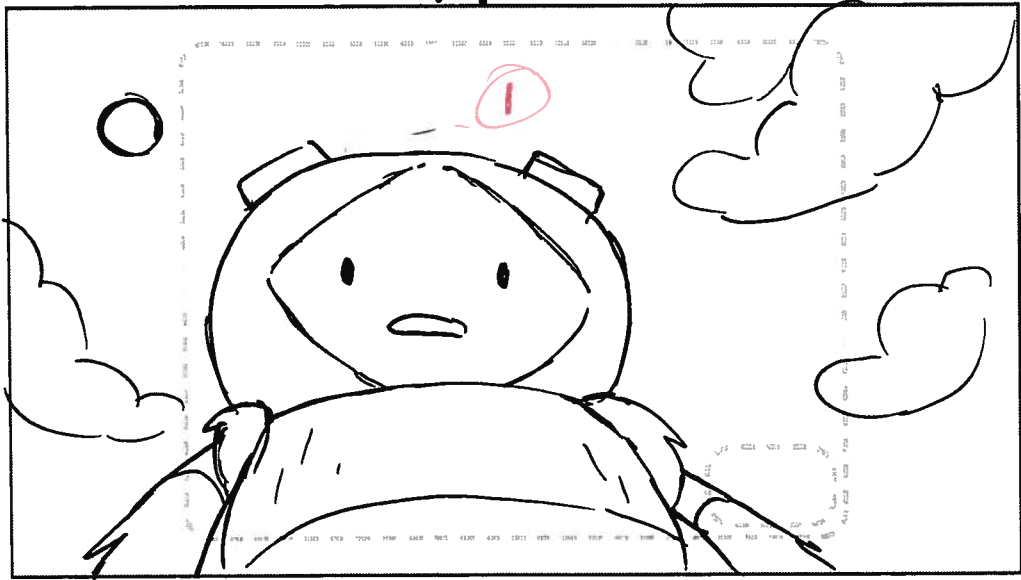


Page **75**

Sc. **44 cont** Pnl. **B** Bg. day night



Sc. **45** Pnl. **A** Bg. day night



EPISODE # 1042-248

Dialog: (F:) I WAS PROTECTING HER FROM YOU !!

Action: - F. TILTS HEAD FORWARD.

Timing:

(GF) Me?? But...
(A) (B)

- FINN P.O.V.
- G.F. TILTS HEAD.



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1042 248

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ADVENTURE TIME



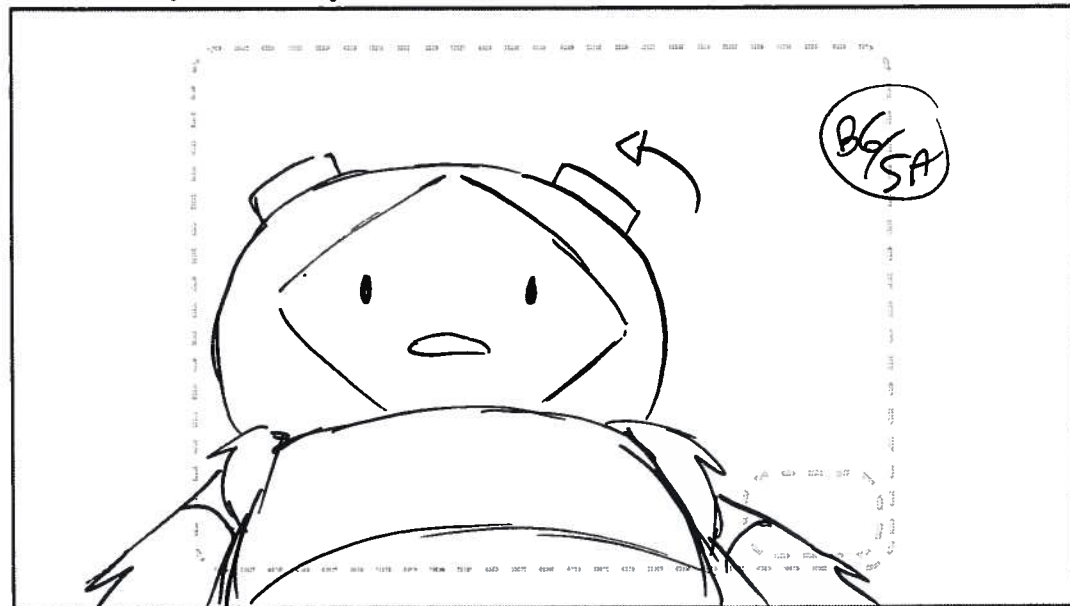
Page **76**

Sc.

45 cont Pnl. **B**

Bg.

day night

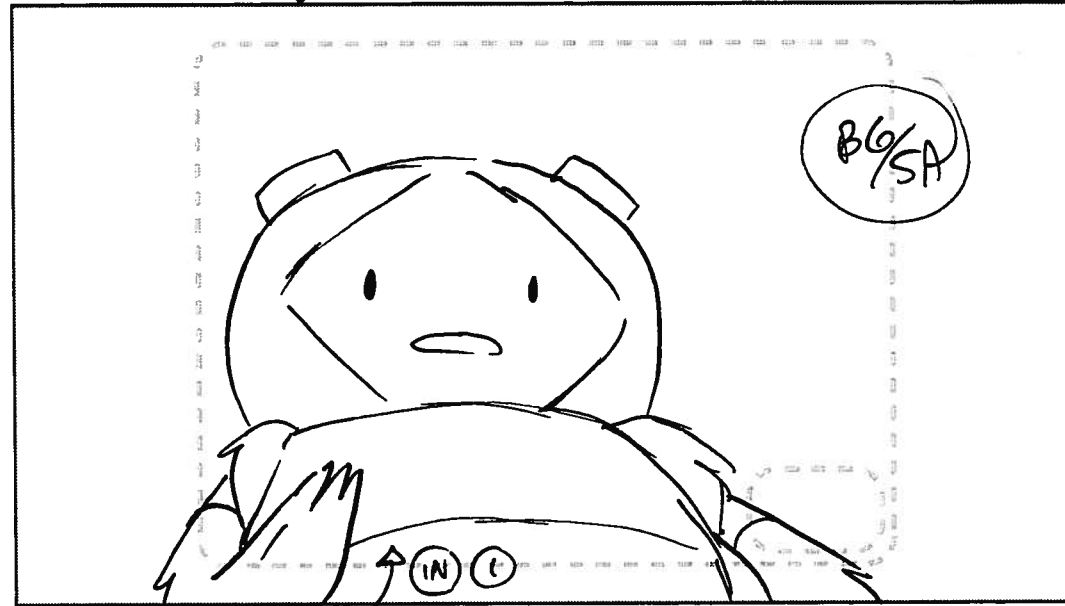


Sc.

45 cont Pnl. **C**

Bg.

day night



Dialog:

(GF:) → I'm Finn Mertens, man →

(GF:) → ① I'm 100% hero -
② everyone knows that.

Action:

- G.F. TILTS HEAD BACK.

- GF GESTURES TOWARDS HIMSELF

Timing:



FEB 25 2016

Production :

EPISODE # 1042-248

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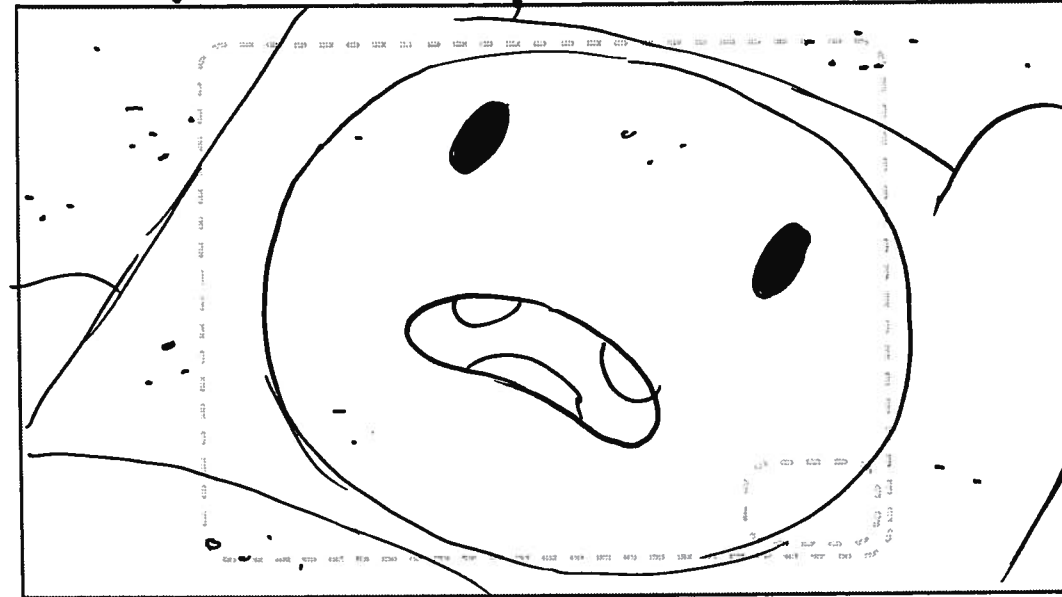
1042 248

ADVENTURE TIME



Page 77

Sc. 46 Pnl. A Bg. day night



Sc. 47 Pnl. A Bg. day night



<p>Dialog:</p> <p>(F:) What?? <u>I'M</u> Finn Mertens!</p> <p>Action:</p> <p>Timing:</p>	<p>(F:) = TUT-TUT-TUT =</p> <p>FEB 25 2016</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p><u>1</u></p> </div> <div style="text-align: center;"> <p><u>3</u></p> </div> </div>
---	---

EPISODE # 1042-248

Production : -GF SHAKES HIS HEAD SLOWLY.

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1042 248

1042 248

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ADVENTURE TIME

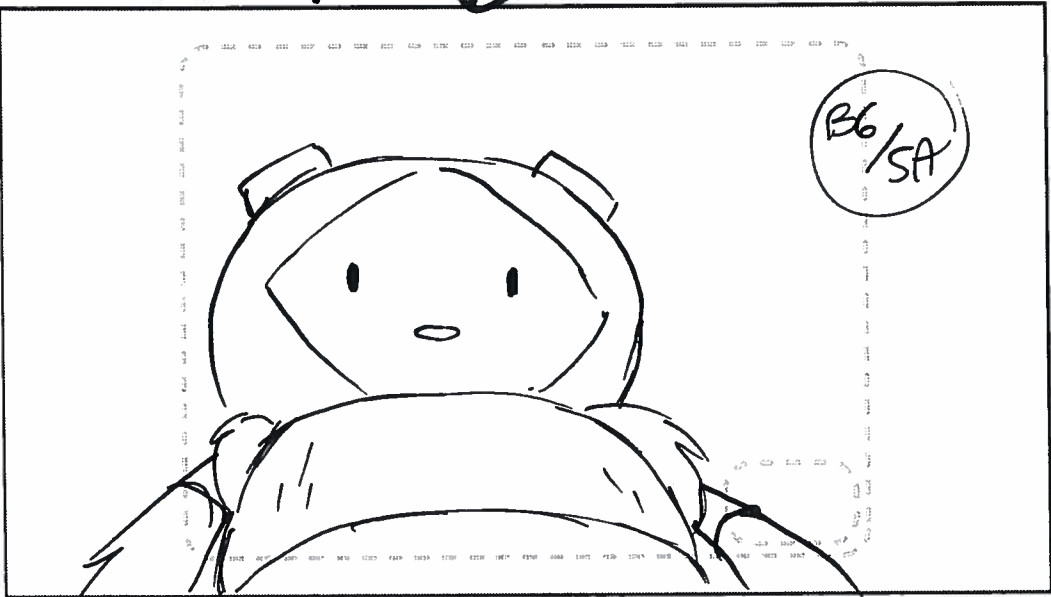


Sc.

47 cont Pnl. B

Bg.

day night

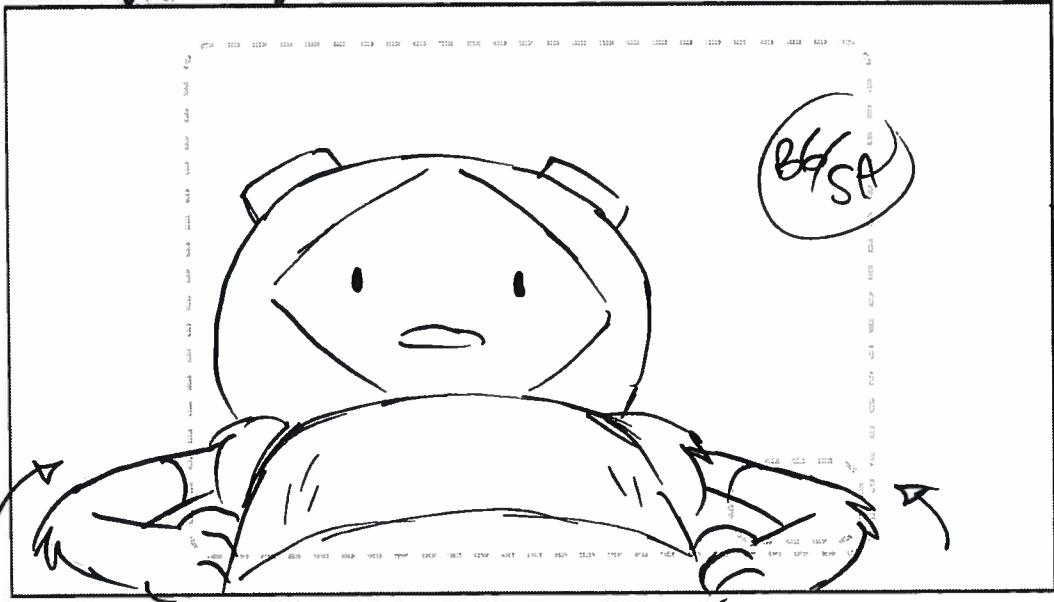


Sc.

47 cont Pnl. C

Bg.

day night



Dialog:

(GF) → Sorry man, →

(GF) I mean, I'm flattered - but ... c'mon.

Action:

- GF PUTS FISTS ON HIPS.

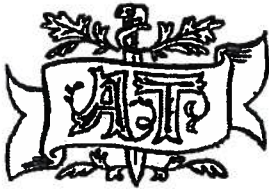
FEB 25 2016

Timing:

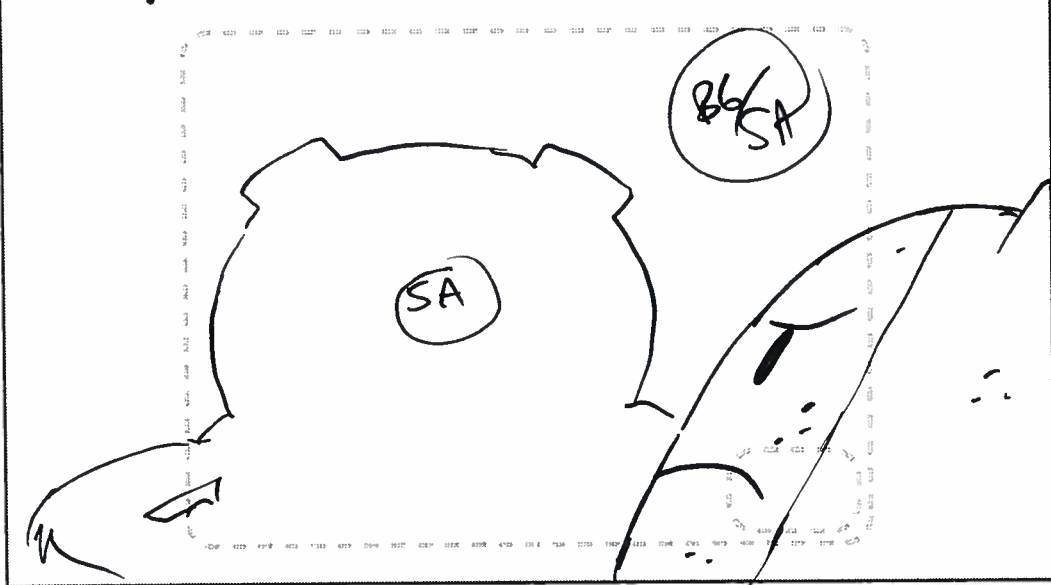
EPISODE # 1042-248

Production :

ADVENTURE TIME



Sc. 47 cont Pnl. D Bg. day night Sc. 47 cont Pnl. E Bg. day night



Dialog: (F:) NO YOU C'MON!! (JAKE) (OS) [concerned, about to come to the rescue] FINN!

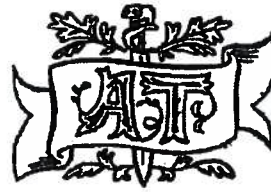
Action: - F. RAISES HEAD ON/S QUICKLY. FEB 25 2016

Timing:

EPISODE # 1042-248

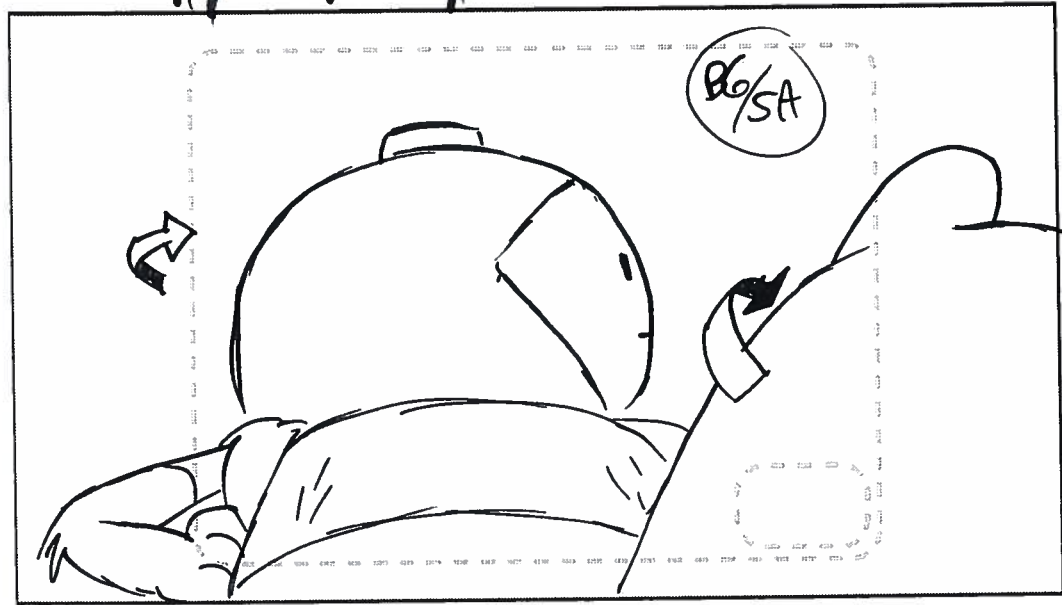
Production :

ADVENTURE TIME

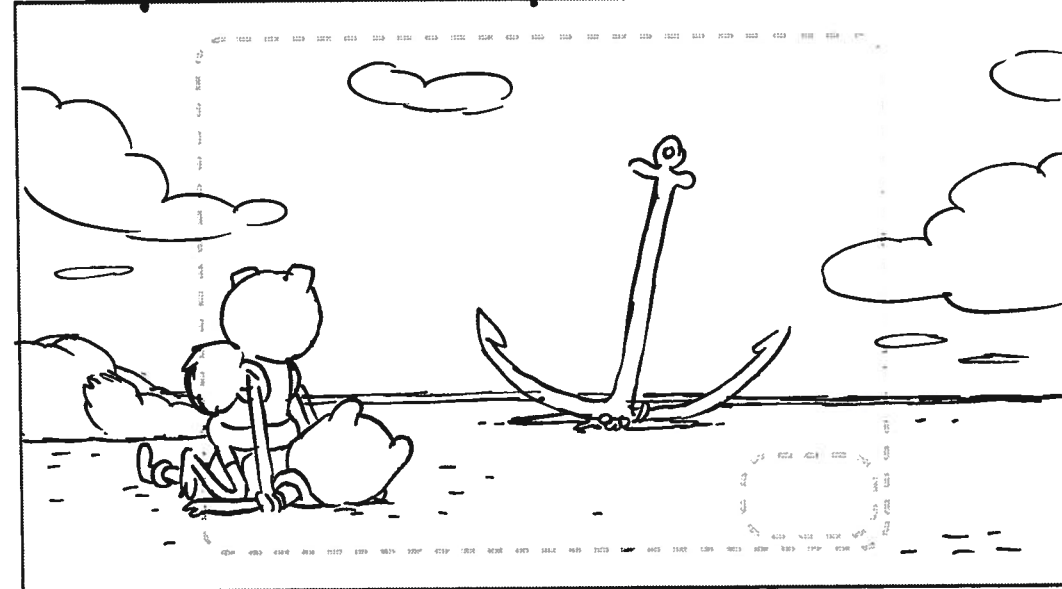


Page **80**

Sc. **47 CONT** Pnl. **F** Bg. day night



Sc. **48** Pnl. **A** Bg. day night



Dialog:	(JAKE) Hold on buddy, I'm comin'!
Action:	- F + GF TURN TO LOOK SIMULTANEOUSLY.
Timing:	<div> </div> <div> </div> <div> - J. IS STILL TRAPPED UNDERNEATH ANCHOR. FEB 25 2016 </div>

EPISODE # 1042-248

Production :

1042 248

1042 248

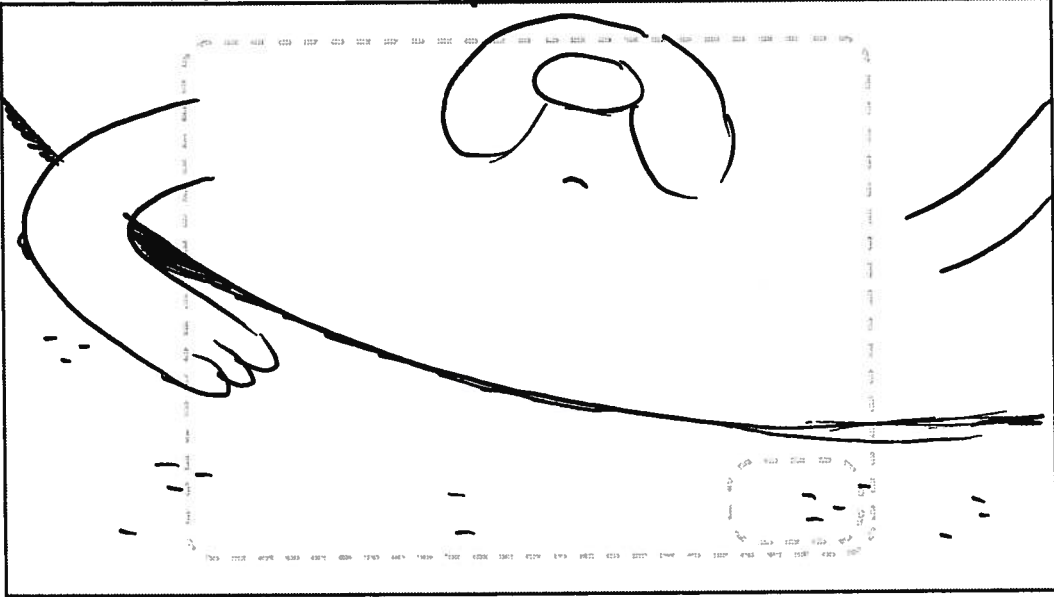
1042 248

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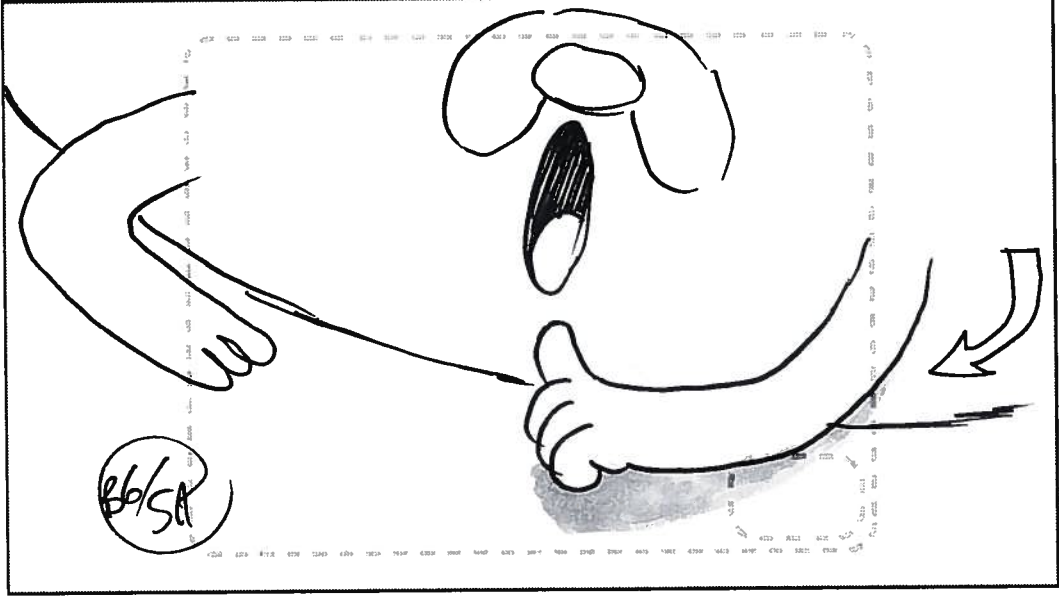
ADVENTURE TIME



Sc. 49 Pnl. A Bg. day night



Sc. 49 cont. Pnl. B Bg. day night



Dialog:	(JAKE) * BIG INHALE *
Action:	FEB 25 2016
Timing:	

EPISODE # 1042-248

Production :

1042 248
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ADVENTURE TIME



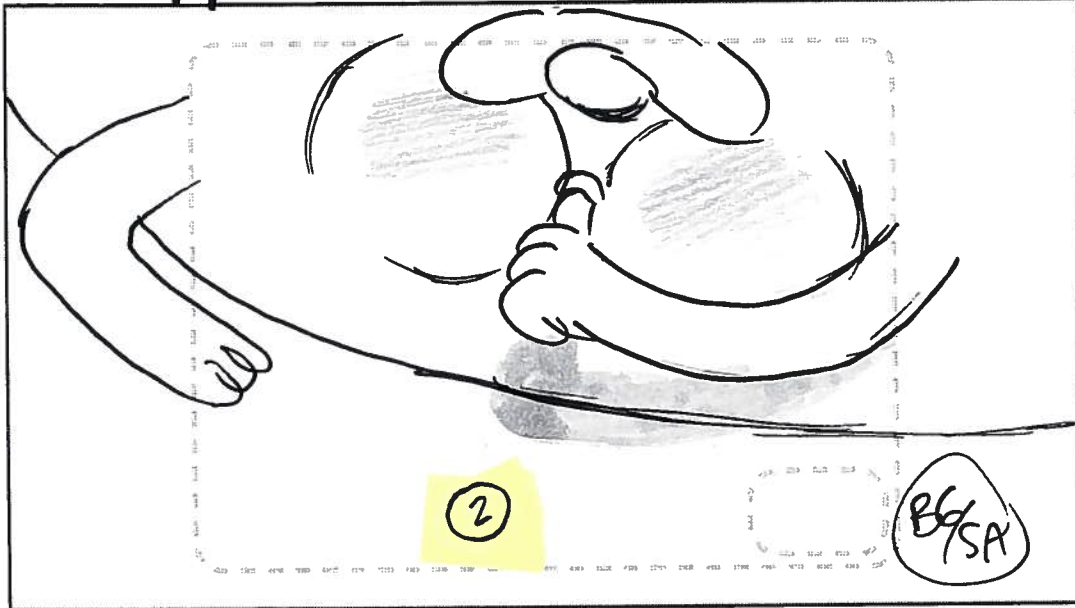
Page 82

Sc.

49 cont Pnl. C

Bg.

day night

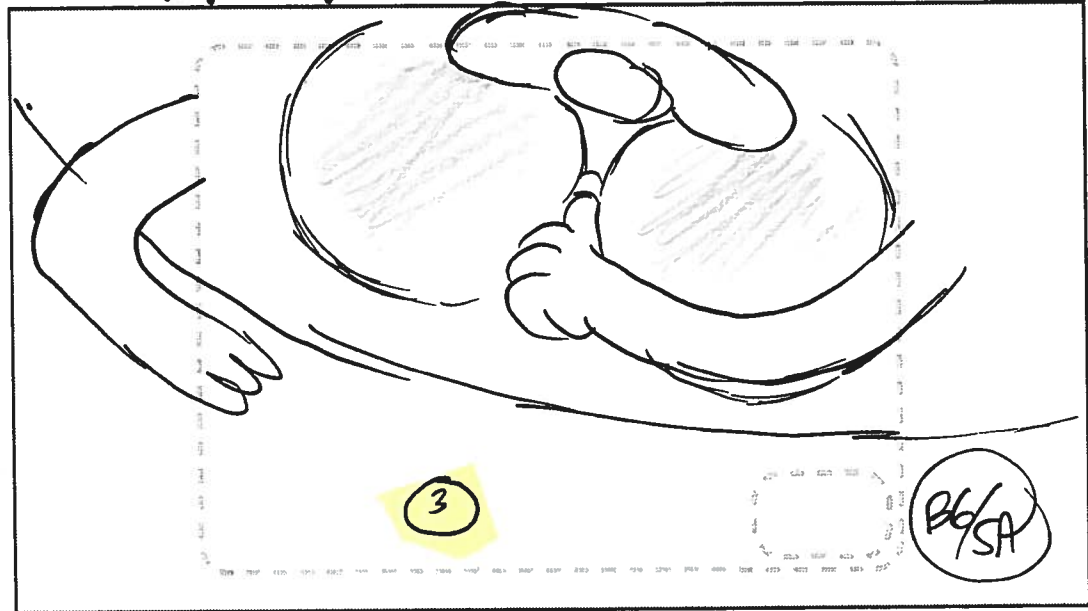


Sc.

49 cont Pnl. D

Bg.

day night



Dialog:

(JAKE:) *hmmmp*

Action:

Timing:



①-② cheeks inflate in one quick motion ③ cheeks continue to expand for a beat

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

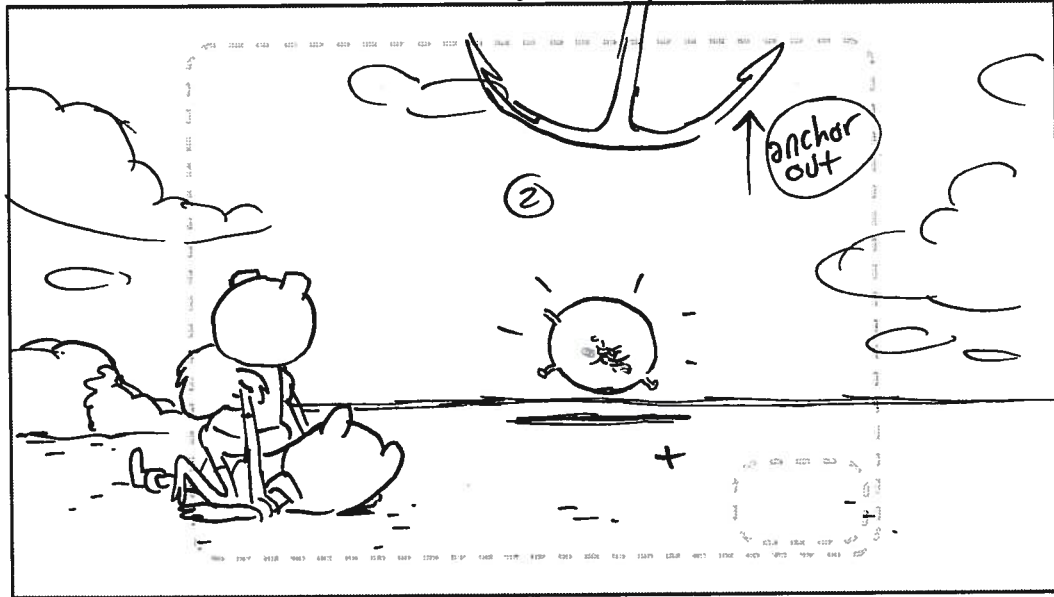
1042 248

ADVENTURE TIME

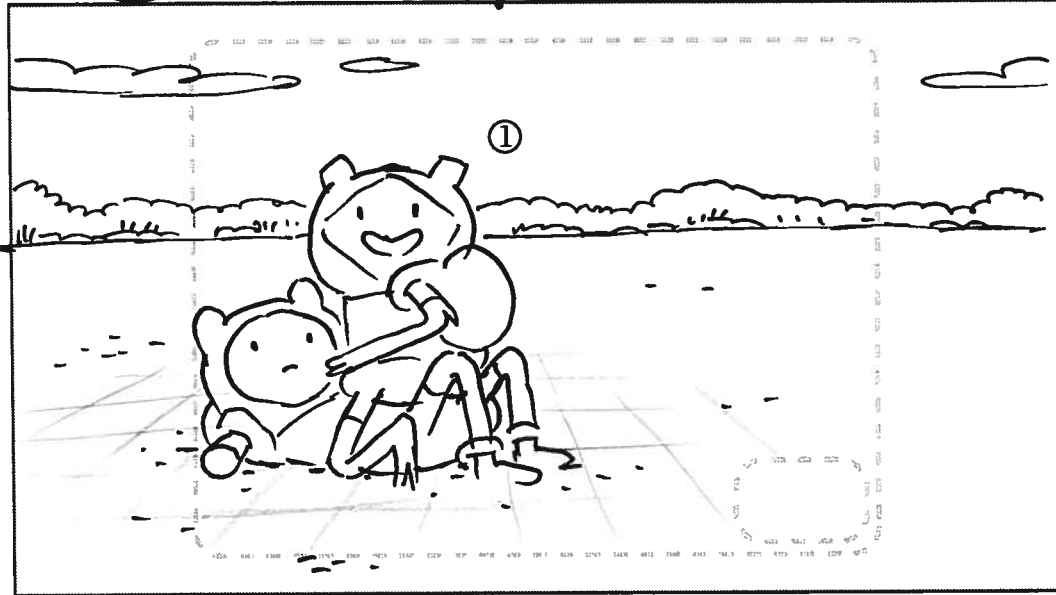


Page **83**

Sc. **50** Pnl. **A** Bg. day night



Sc. **51** Pnl. **A** Bg. day night

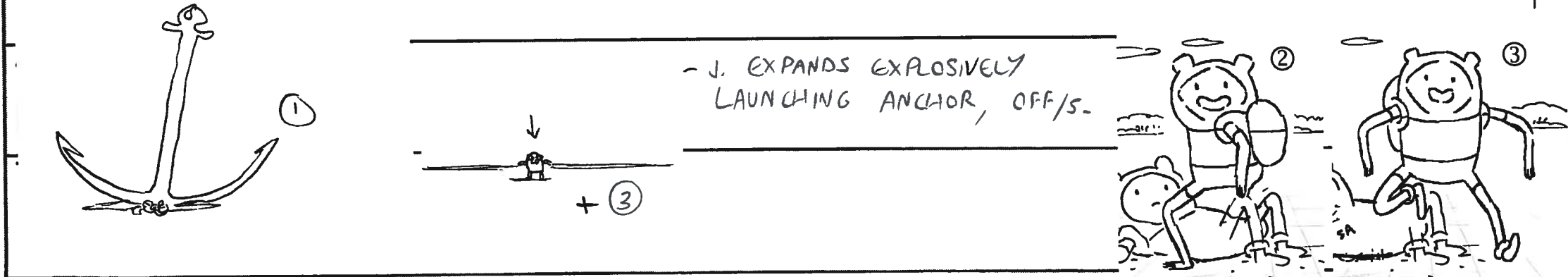


Dialog:

(SFX) * FMMP! *

(GF) JAKE! →

FEB 25 2016



Production :

EPISODE # 1042-248



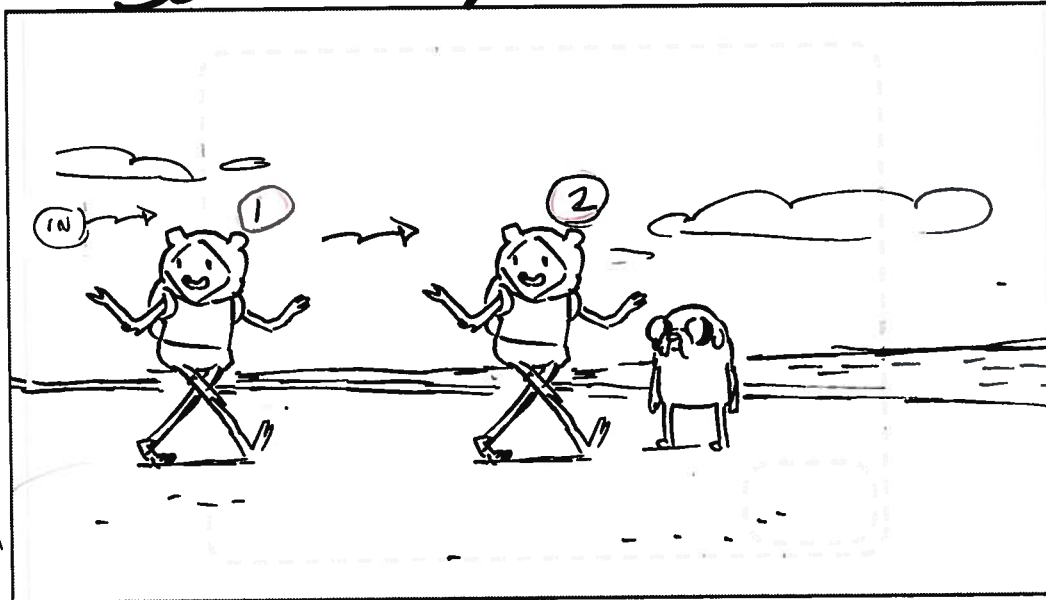
ADVENTURE TIME

Page **84**

Sc. **51 cont** Pnl. **B** Bg. day night



Sc. **52** Pnl. **A** Bg. day night



Dialog:

(GF) → boy am I glad to see you!

(GF) This bozo keeps saying he's me, →

Action:

- GF STANDS AND RUNS OFF/S.

- GF WALKS ON/S.

FEB 25 2010

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME



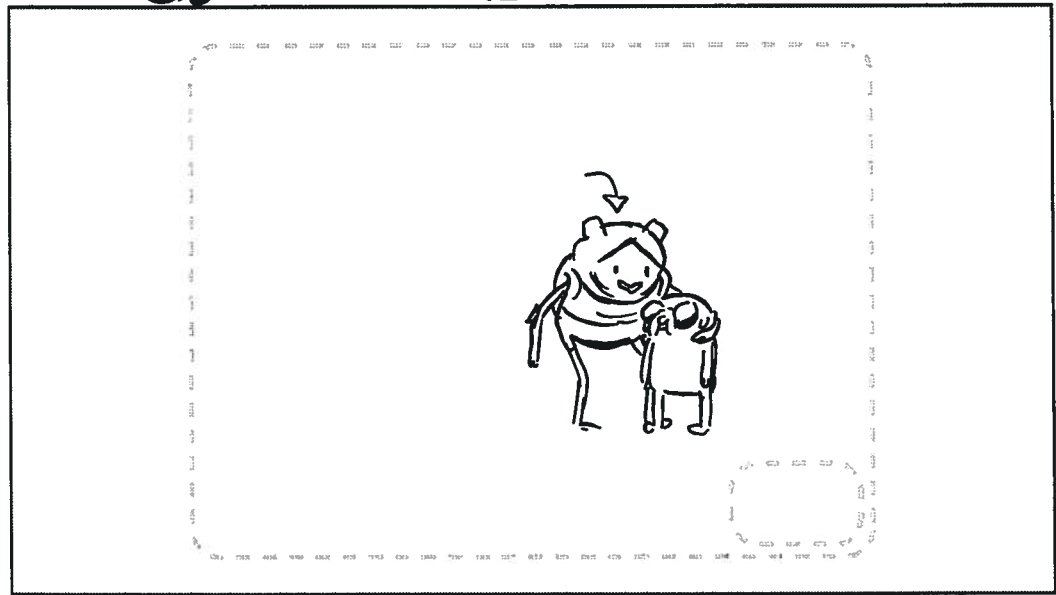
Sc.

52 cont Pnl.

B

Bg.

day night



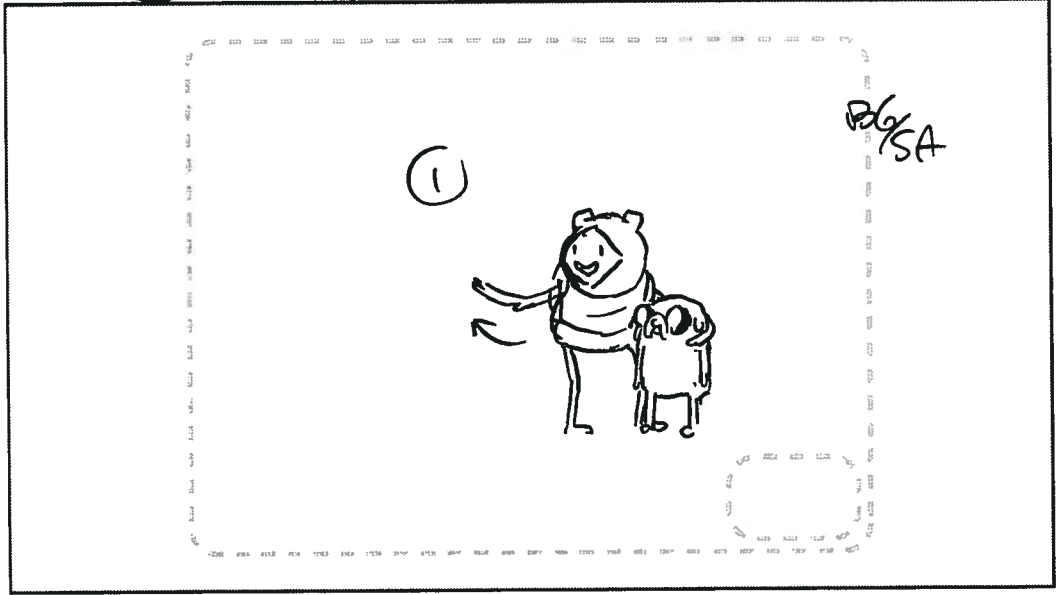
Sc.

52 cont Pnl.

C

Bg.

day night



Dialog:

(GF) Why don't you set him straight →

Action:

- G.F. PUTS ARM AROUND JAKE'S

Timing:



(GF) → and tell him who the real Finn is.

- F. WALKS ON/S.

FEB 25 2016

Production :

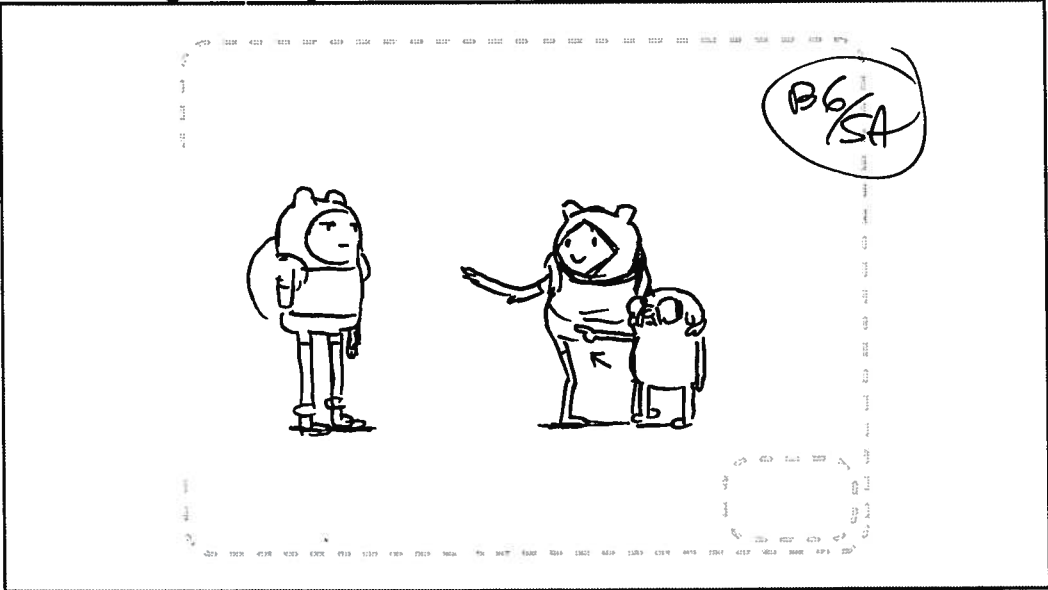
EPISODE #

1042 248

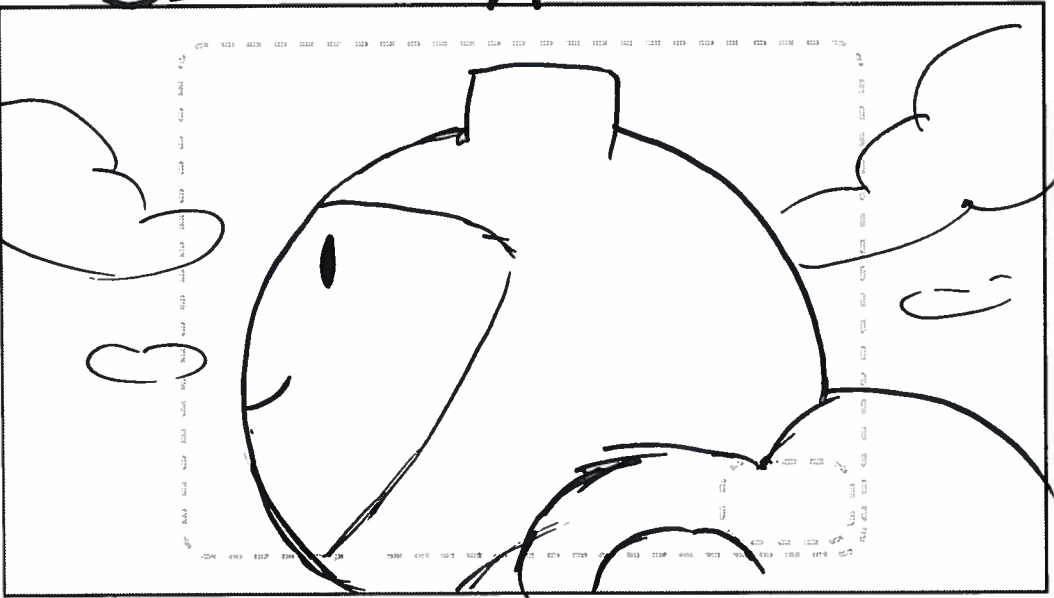
ADVENTURE TIME



Sc. 52 CONT Pnl. D Bg. day night



Sc. 53 Pnl. A Bg. day night



Dialog:	(J:) That one.
Action:	-J. POINTS TO FINN. FEB 25 2016
Timing:	

EPISODE # 1042-248
Production :

ADVENTURE TIME



Sc.

53 cont. Int.

B

Bg.

day night

Sc.

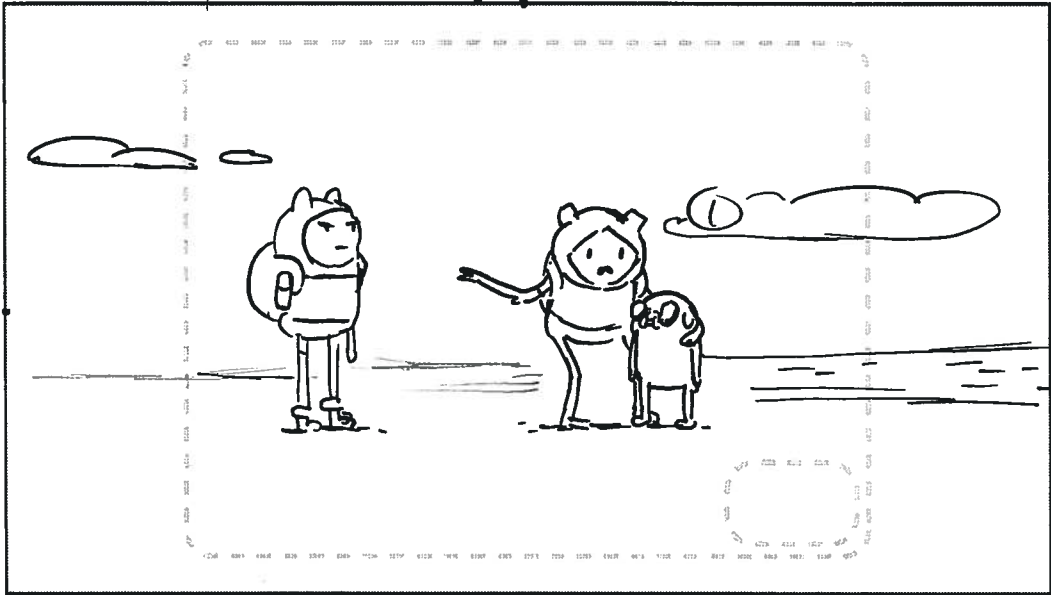
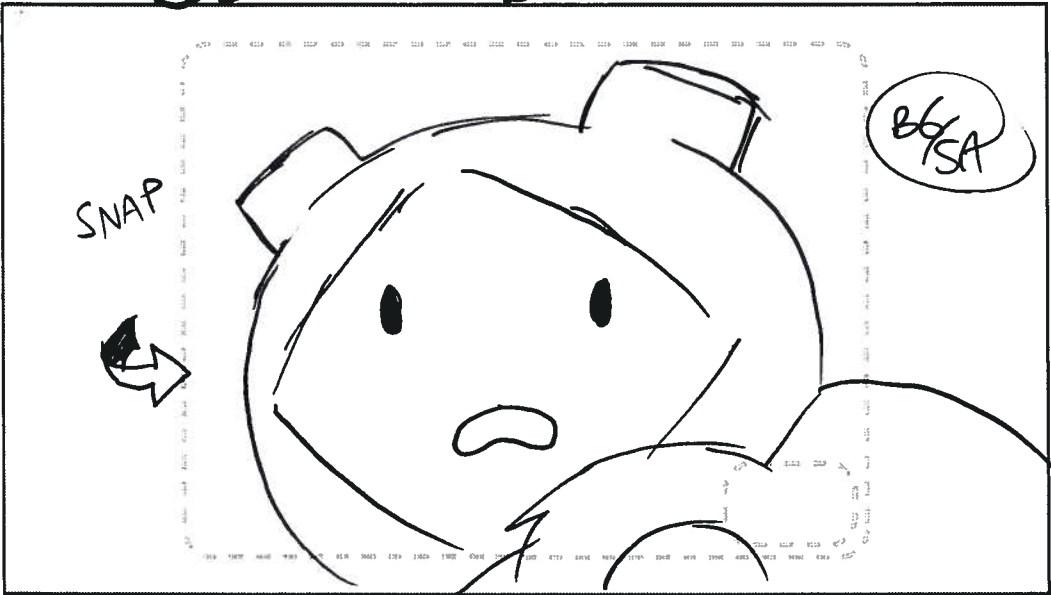
54

Int.

A

Bg.

day night



Dialog:

(GF:) What?

(J:) (2) Yeah, I don't



FEB 25 2016

Action:

- GF TURNS TOWARDS JAKE.

Timing:



EPISODE # 1042-248

Production :

1042 248

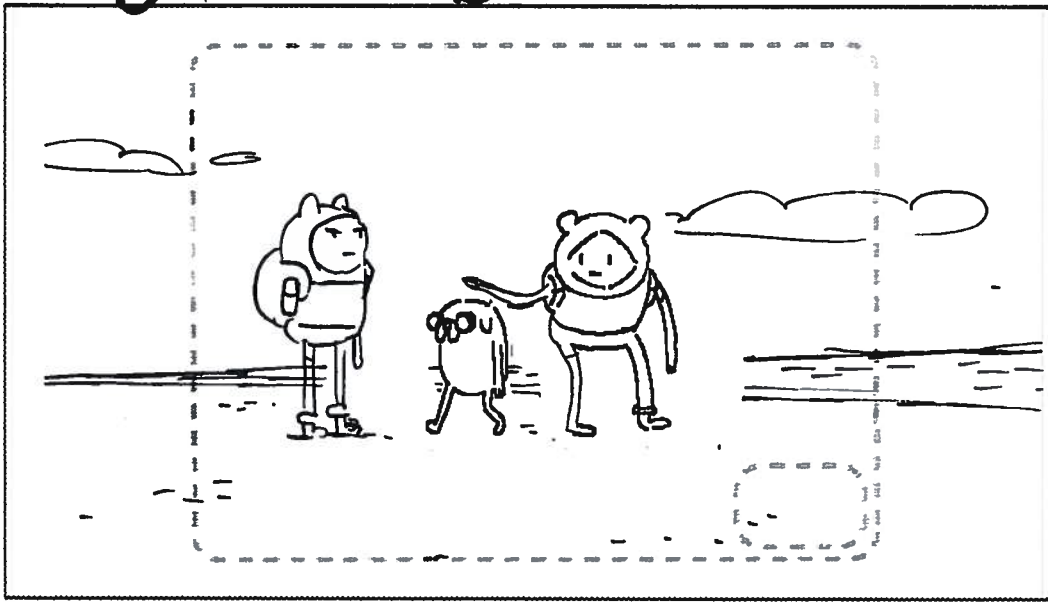
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ADVENTURE TIME



Sc. 54cont Pnl. B

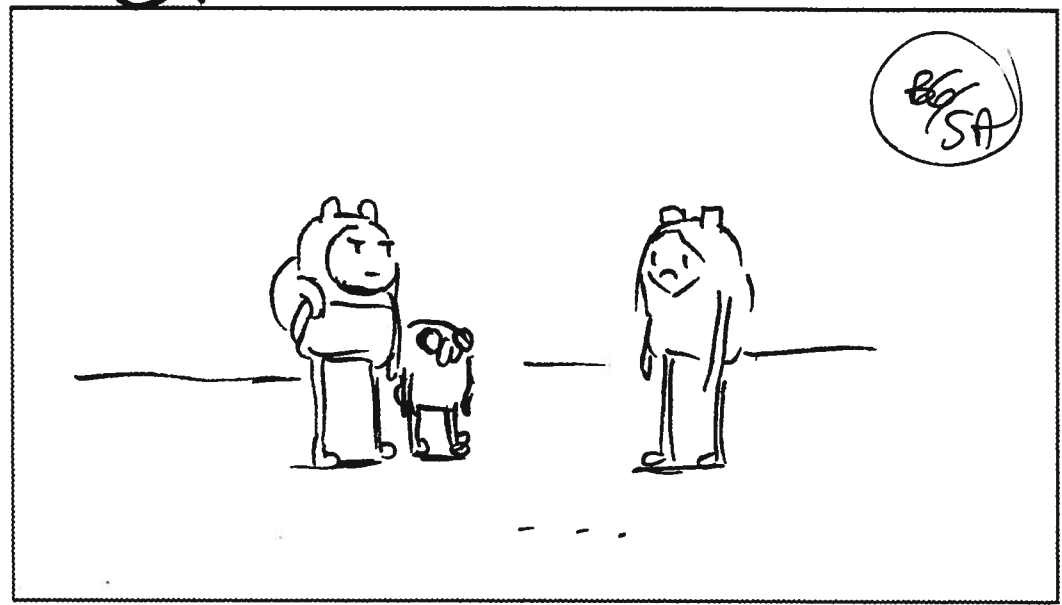
Bg. day night



Sc. 54cont Pnl. C

Bg. day night

Page 88



Dialog:	<u>① → know what you are... (stress on "you")</u>	<u>② → some kinda demon... plant thing, probably.</u>
Action:	<u>- J. WALKS OVER TO FINN.</u>	
Timing:		<u>FEB 25 2016</u>

EPISODE # 1042-248

Production :

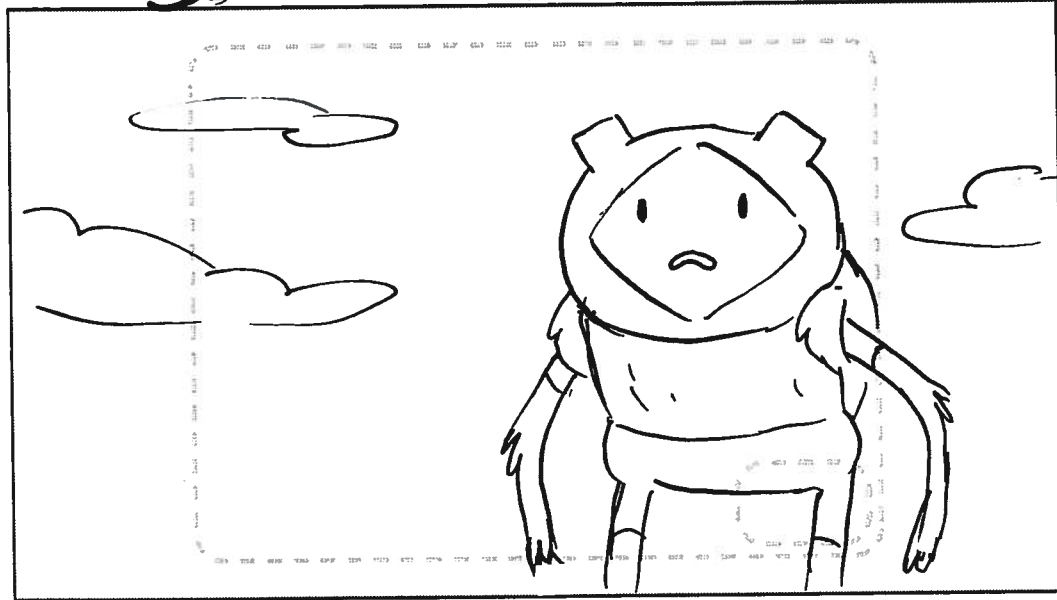
1042 248

1042 248

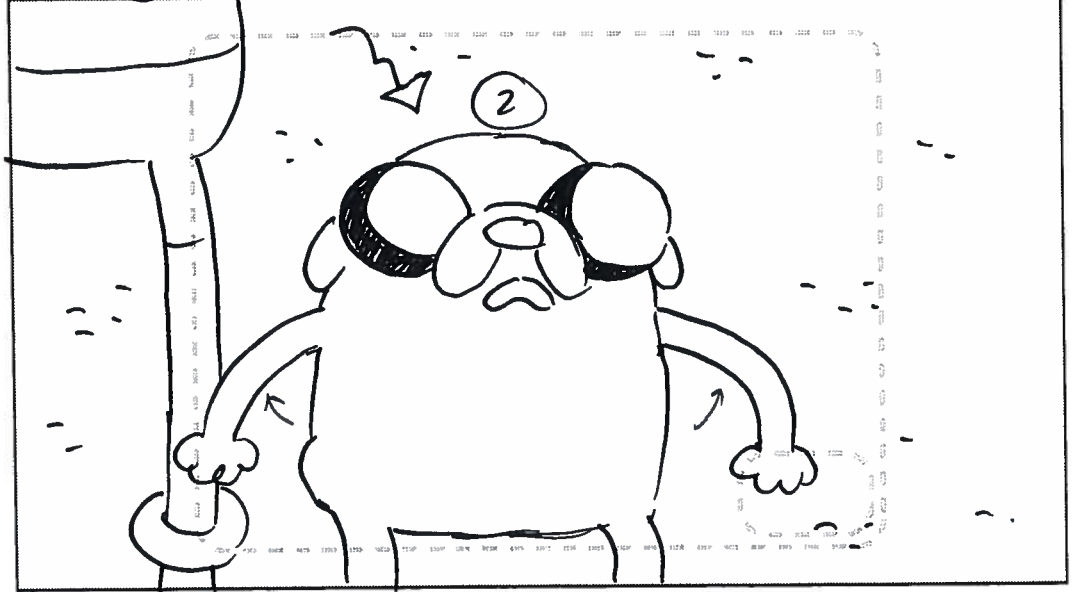
ADVENTURE TIME



Sc. **55** Pnl. **A** Bg. day night



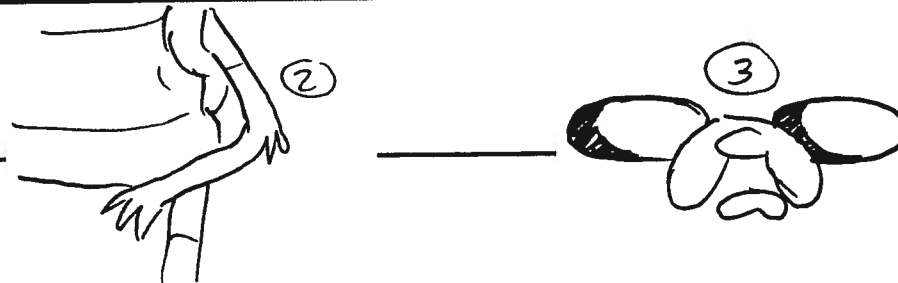
Sc. **56** Pnl. **A** Bg. day night



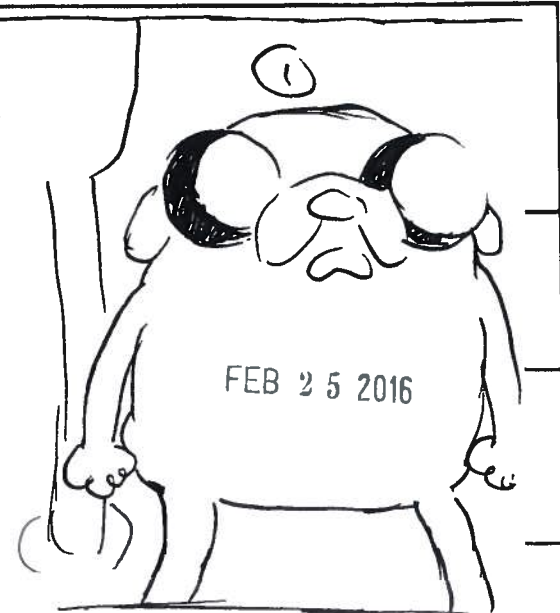
Dialog: (GF.) But... I ...

J: Beatin' up on my poor brother like....

Action:



Timing:



EPISODE # 1042-248

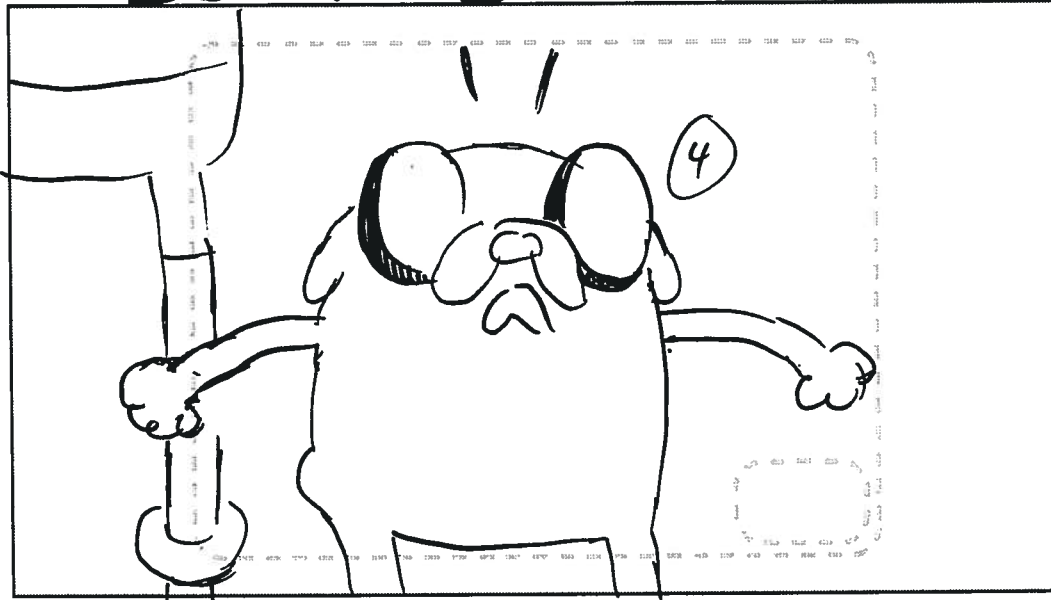
Production :

ADVENTURE TIME

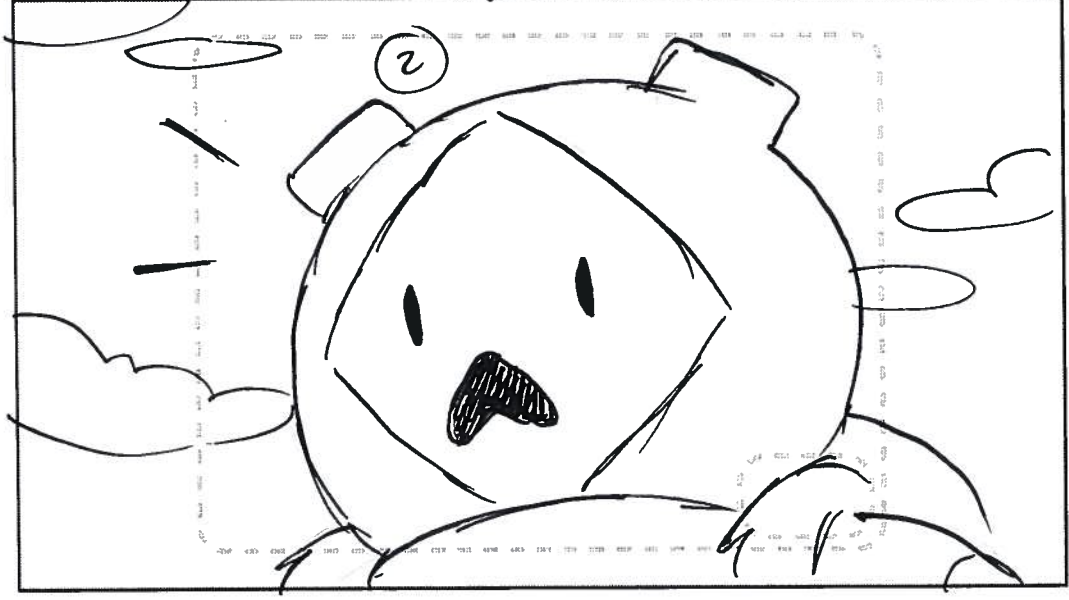


Page 90

Sc. 56 cont Pnl. B Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

(J:) ... Like some kinda DEMON,
(4)

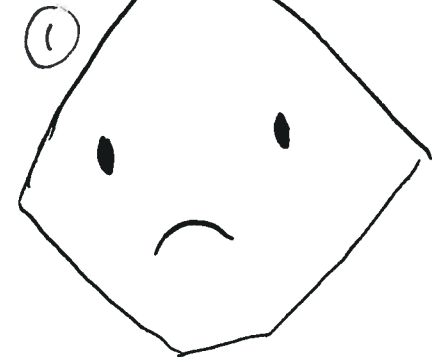
(GF:) : GASP:!

Action:

- G.F. REACTS IN HORROR.

Timing:

FEB 25 2016



EPISODE # 1042-248

1042 248

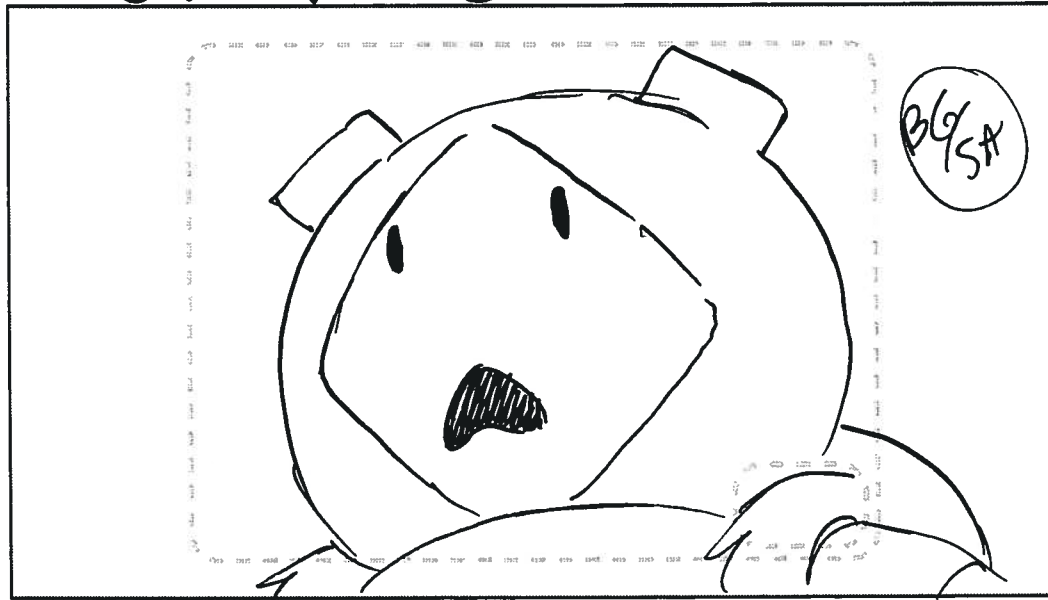
1042 248

ADVENTURE TIME

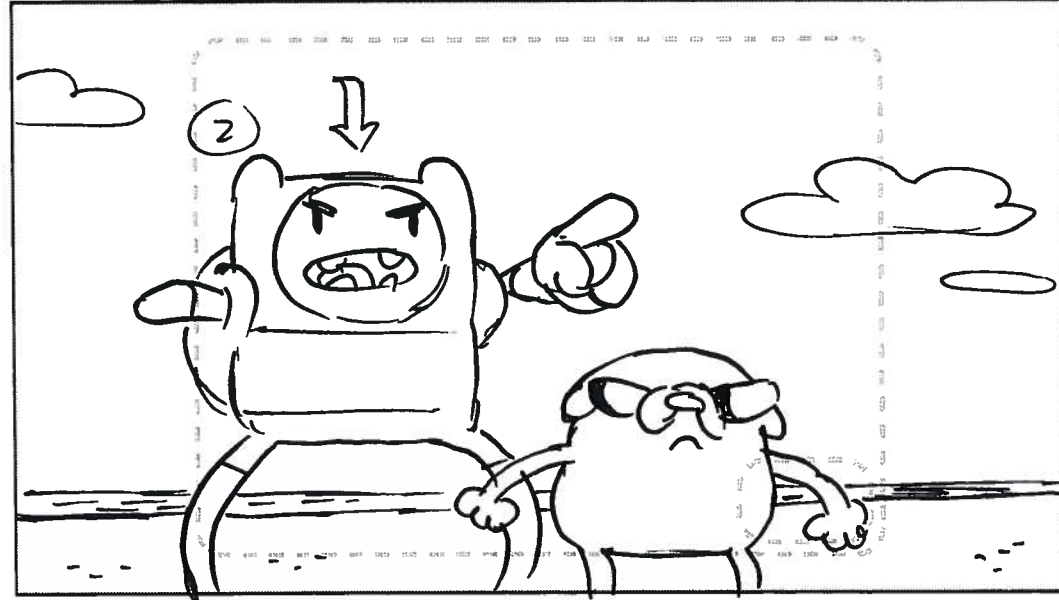


Page 91

Sc. 57 cont Pnl. B Bg. day night



Sc. 58 Pnl. A Bg. day night



Dialog:	<u>FINN OS.</u> <u>YEAH!</u> →
Action:	- GF Looks UP.
Timing:	

	<u>F. 2</u> SHOW US YOUR TRUE FORM, DEMON!
	- F. POINTS ACCUSINGLY AS HE SQUATS.
	FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

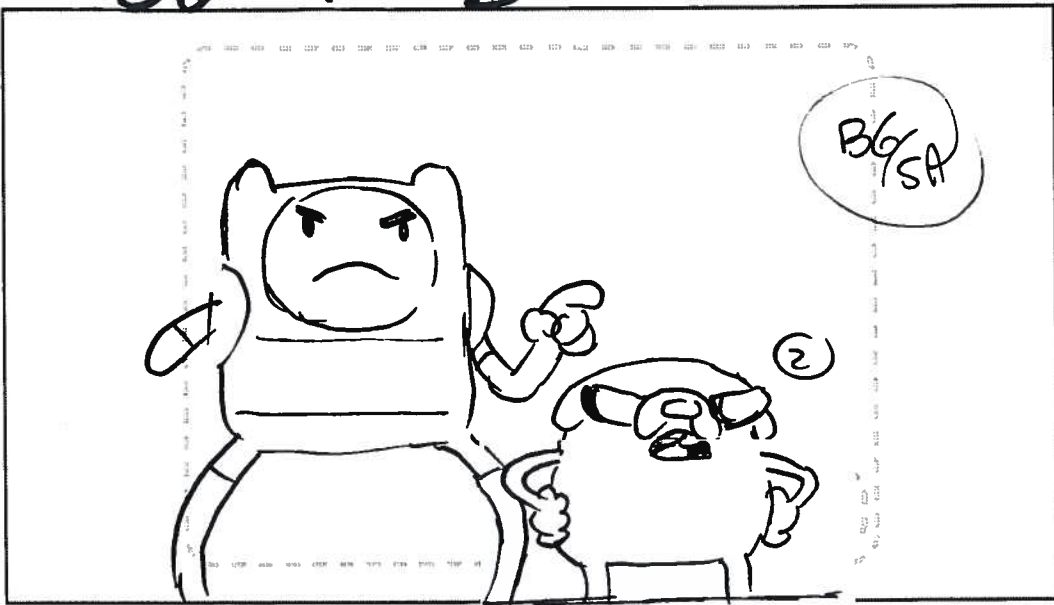
1042 248

1042 248

ADVENTURE TIME



Sc. 58 cont Pnl. B Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog:

JAKE.

YEAH SHOW US!!

Action:

-J. PUTS FISTS ON HIPS.



Timing:

FINN
JAKE

(chanting in unison, school-yard style)

SHOW US
SHOW US
SHOW US

FEB 25 2016

EPISODE # 1042-248

Production :



ADVENTURE TIME

Page **93**

Sc.

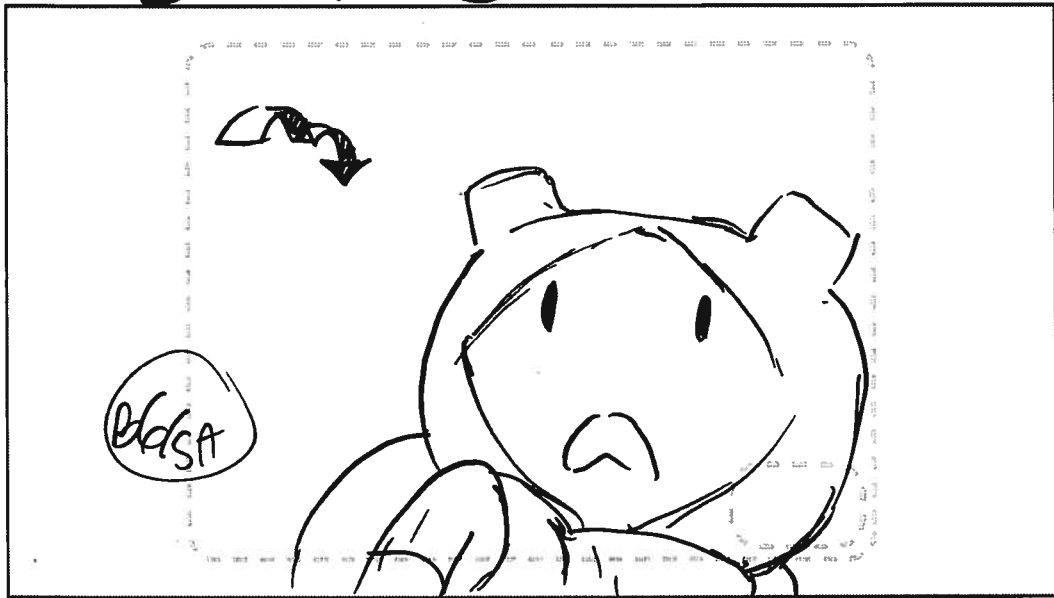
59 cont

Pnl.

B

Bg.

day night



Sc.

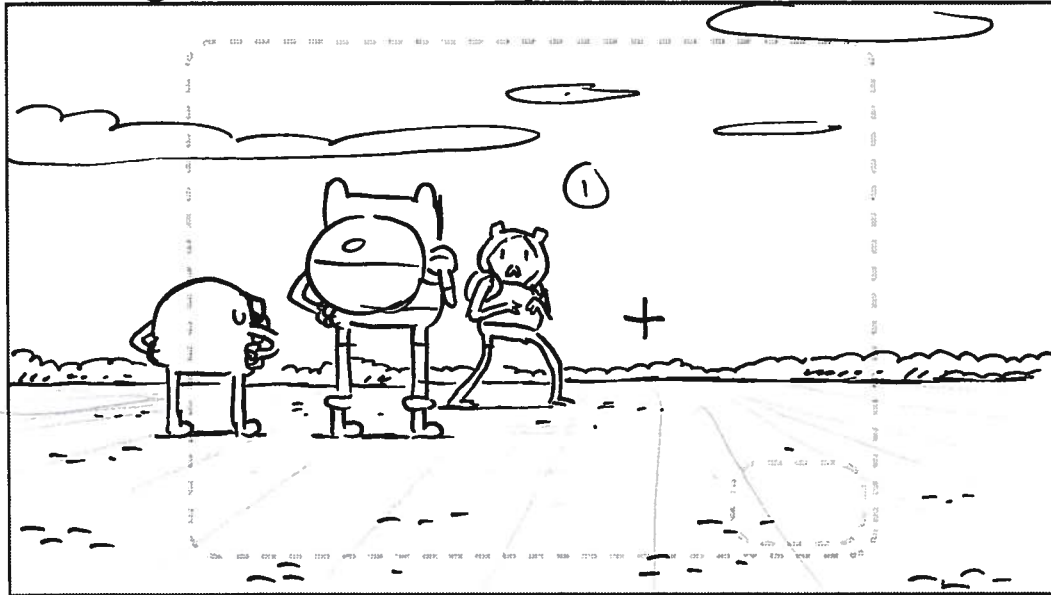
60

Pnl.

A

Bg.

day night



Dialog:

F+J: * chanting *
cont.

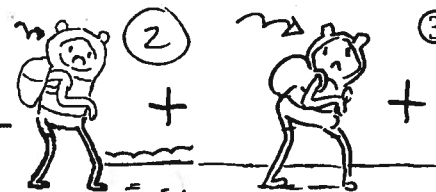
Action:

- G.F. BACKS AWAY.

Timing:

F+J: * chanting *

- GF TURNS



FEB 25 2016

Production :

EPISODE #

1042-248

1042 248

1042 248

1042 248

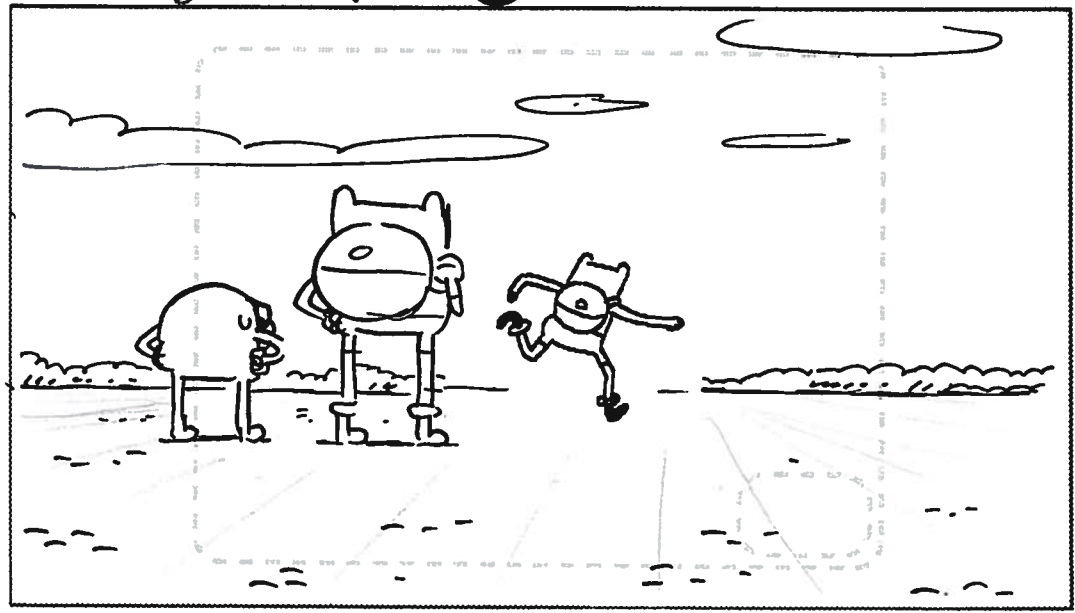
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ADVENTURE TIME

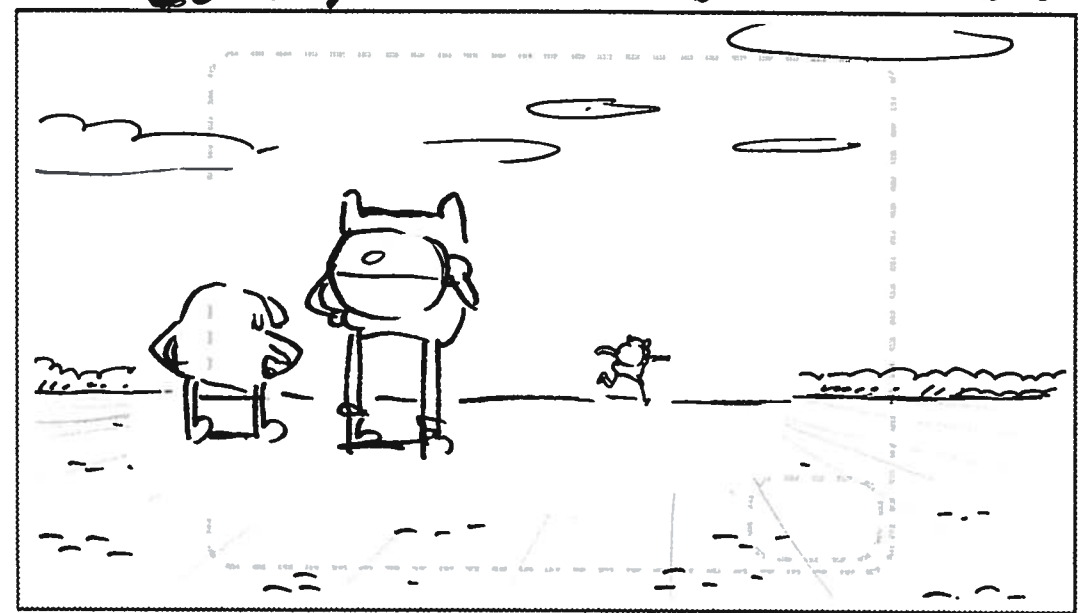


Page **94**

Sc. **60 cont Pnl. B** Bg. day night



Sc. **60 cont Pnl. C** Bg. day night



Dialog:

(F+J) SHOW US!...

(J): *chuckles* (slight tinge of mean-spiritedness)

Action:

- Grass Finn turns and takes off running full-speed for the horizon.

- Grass Recedes till he's just a speck, then disappears.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

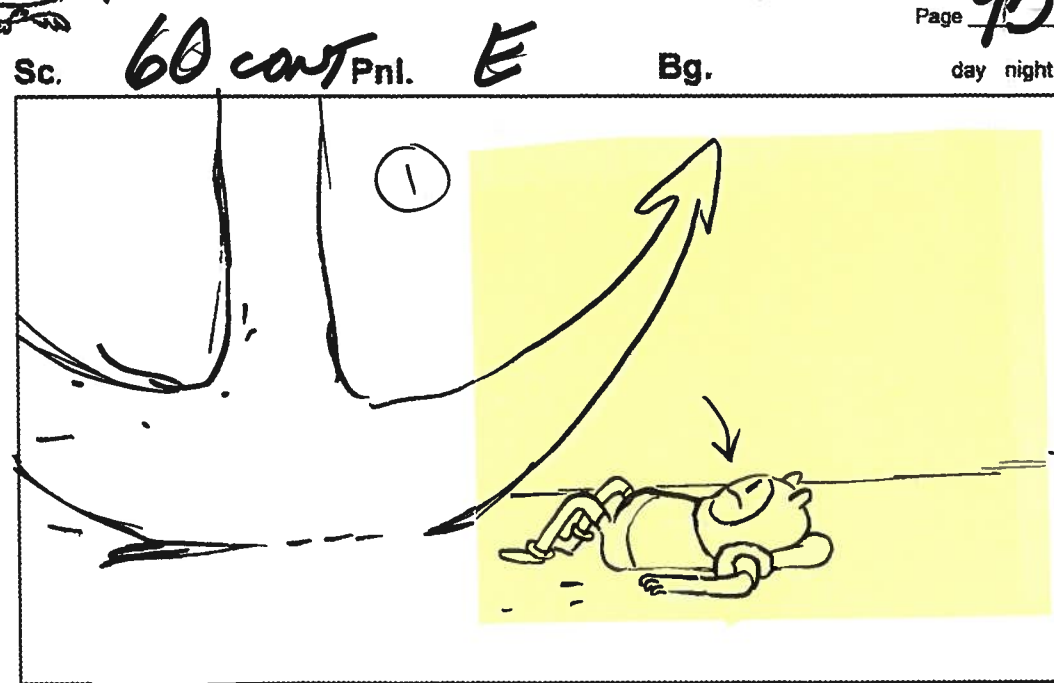
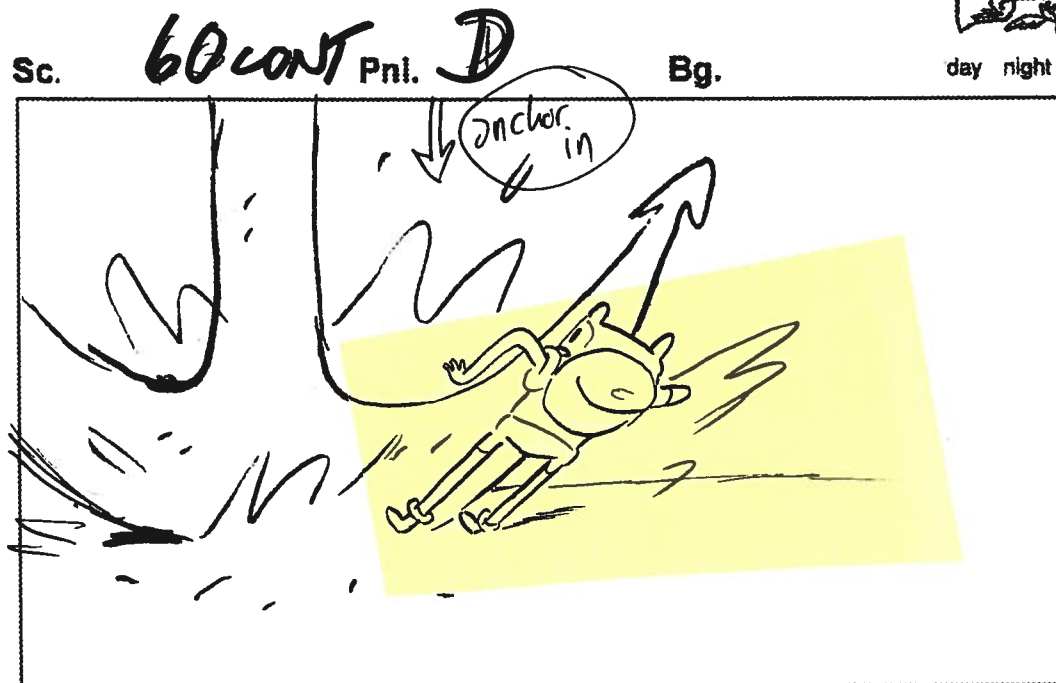
1042 248

1042 248

TIME



Page **95**
day night



<p>Dialog:</p> <p>(SFX: SLAM!)</p> <p>FINN: YAH!</p> <p>OGF</p>	<p>FEB 9 5 2016</p> <p>- ANCHOR TILTS TOWARDS FINN</p>
<p>Action:</p>	<p>Timing:</p> <p>- ANCHOR FALLS BACK ON/S AND SMASHES JAKE. FINN DODGES.</p>

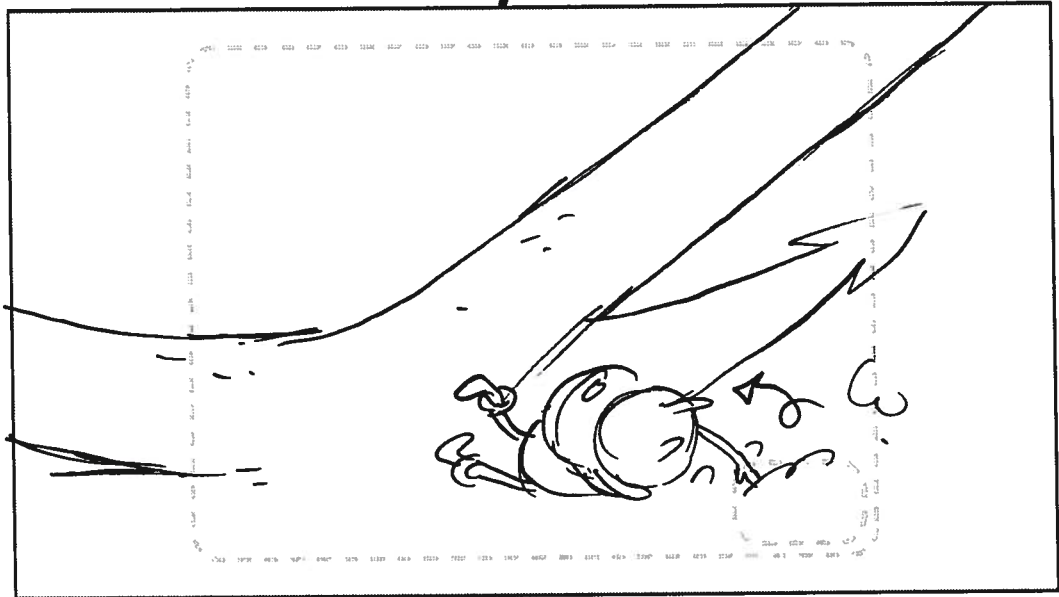
EPISODE # 1042-248

Production :

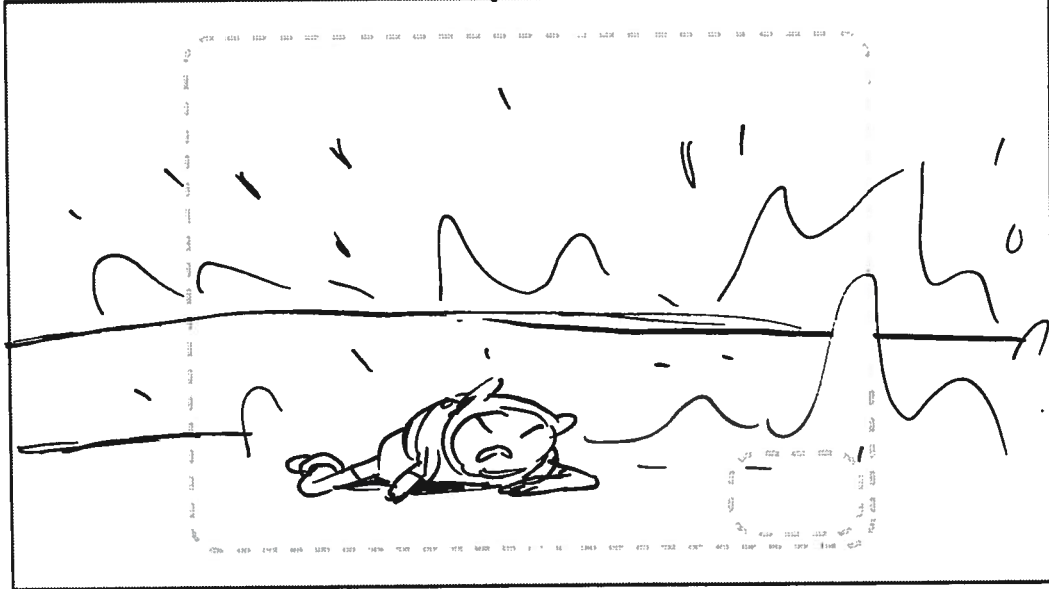
ADVENTURE TIME



Sc. 60cont Pnl. F Bg. day night



Sc. 60cont Pnl. G Bg. day night



Dialog:	(F:) WAH!	(SFX:) SLAM!	FEB 2 5 2016
Action:	-F. ROLLS OUT OF THE WAY AS ANCHOR SLAMS DOWN ONTO BEACH.		
Timing:			

EPISODE # 1042-248

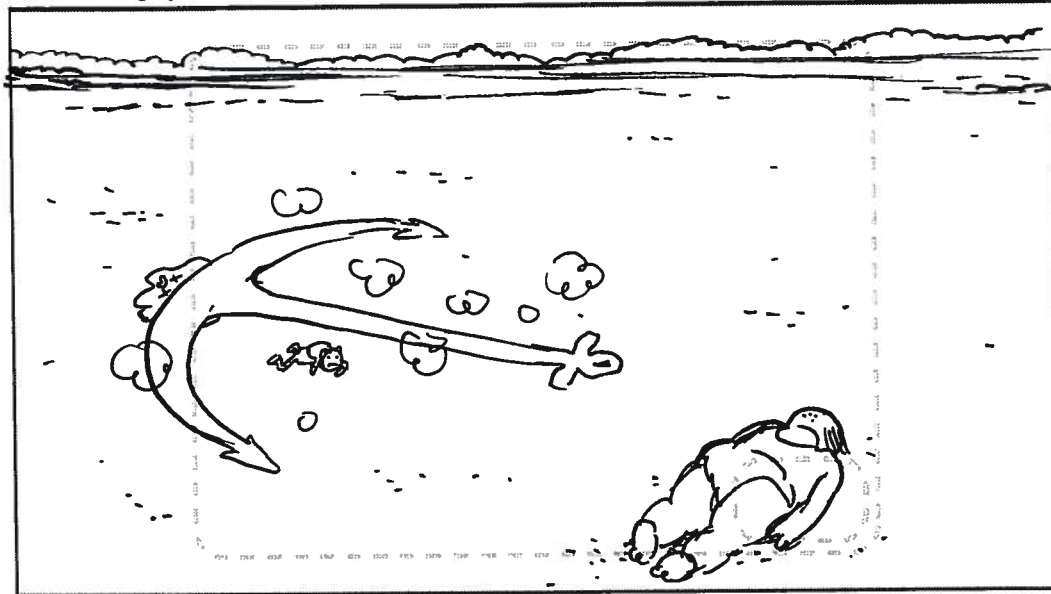
Production :

ADVENTURE TIME

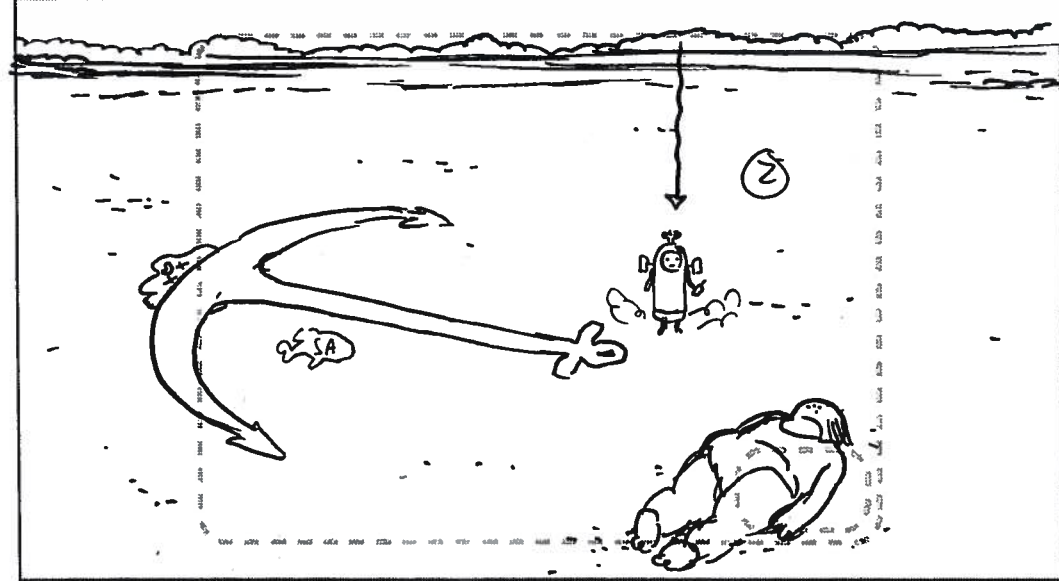


Page **97**

Sc. **61** Pnl. **A** Bg. day night



Sc. **61/CONT** Pnl. **B** Bg. day night



Dialog:

(SFX) *Fump*

Action:



(SFX) *jetpack *

- B.GUARD DESCENDS
ON/S WITH JETPACK.

Timing:



FEB 25 2016

1042-248

EPISODE #

Production :

1042 248

1042 248

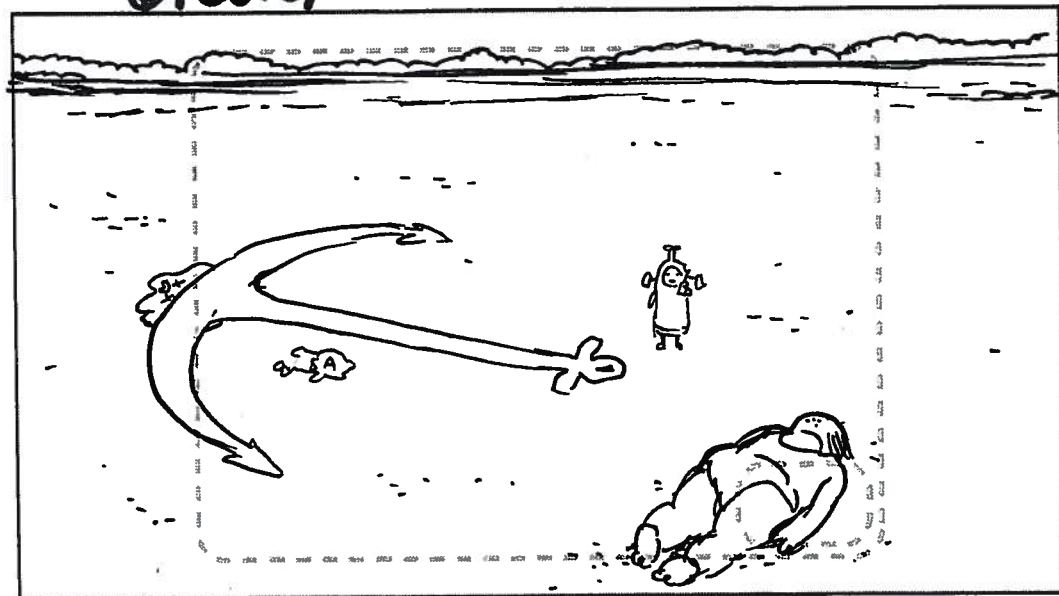
1042 248

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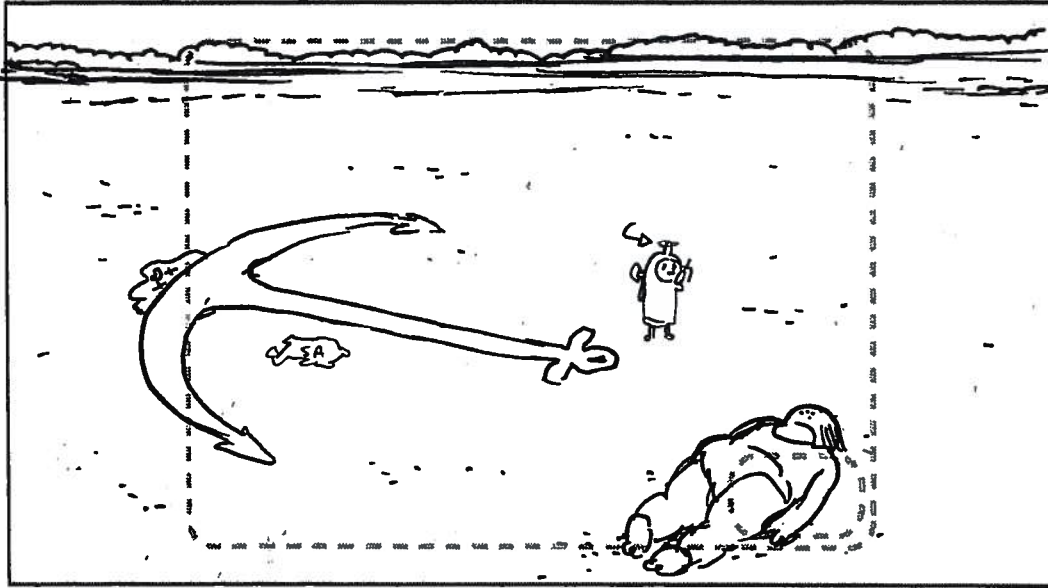
ADVENTURE TIME



Sc. 61 cont Pnl. C Bg. day night



Sc. 61 cont Pnl. D Bg. day night



Dialog: BANANA GUARD (into radio) * crrrk * Yeah, it's a real mess out here.

BG: We're gonnt need the huge ambulance.

Action: - B. GUARD SPEAKS INTO WALKIE-TALKIE.

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

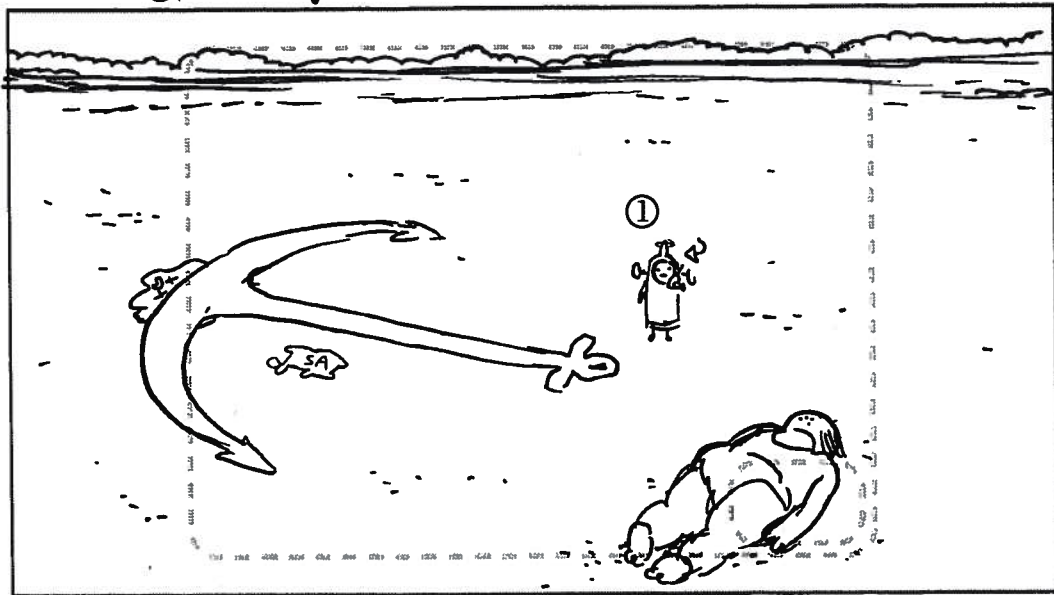
1042 248

1042 248

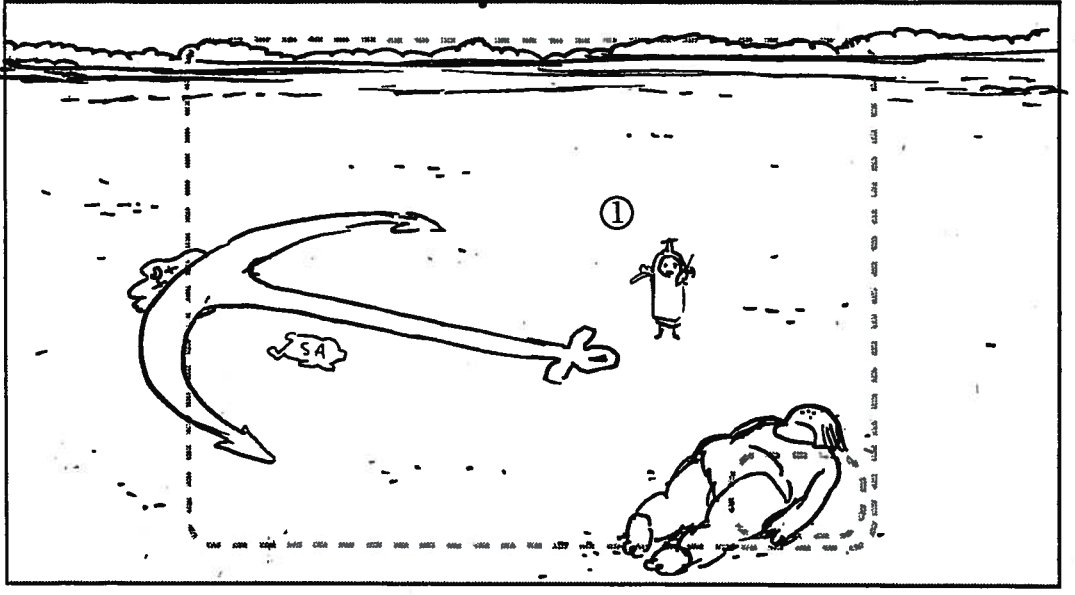
ADVENTURE TIME



Sc. **6/cont** Pnl. **E** Bg. day night



Sc. **6/cont** Pnl. **F** Bg. day night



Dialog:	(BG:) Yeah... no... no - the... not - no the huge... no no... no, →	(BG:) No put Banana Guard #2 on the phone.....
Action:		
Timing:		

②

③

②

FEB 25 2016

EPISODE # 1042-248

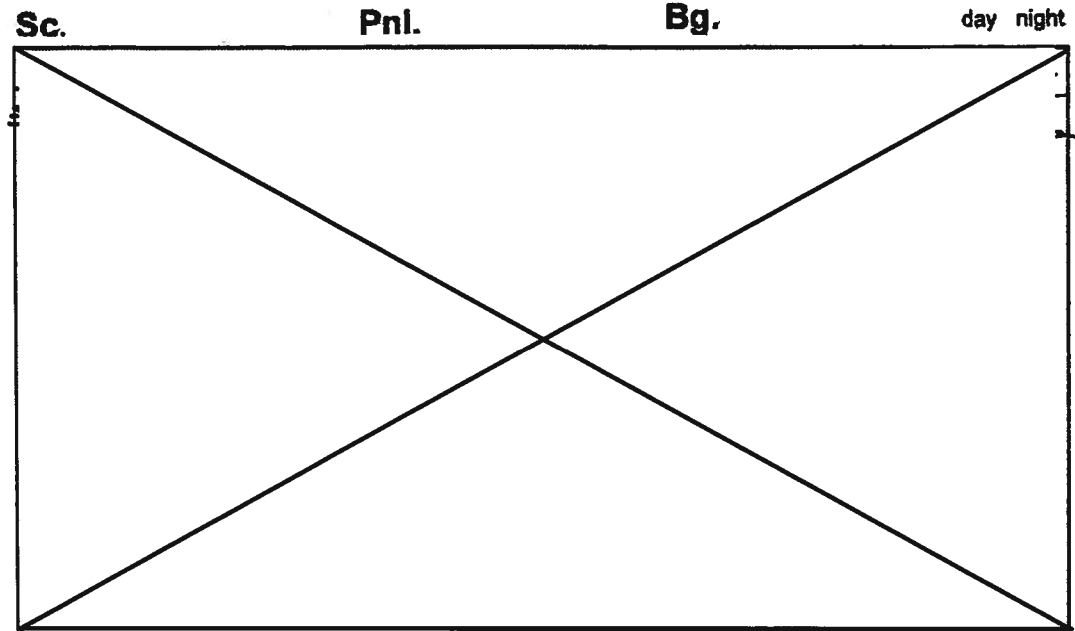
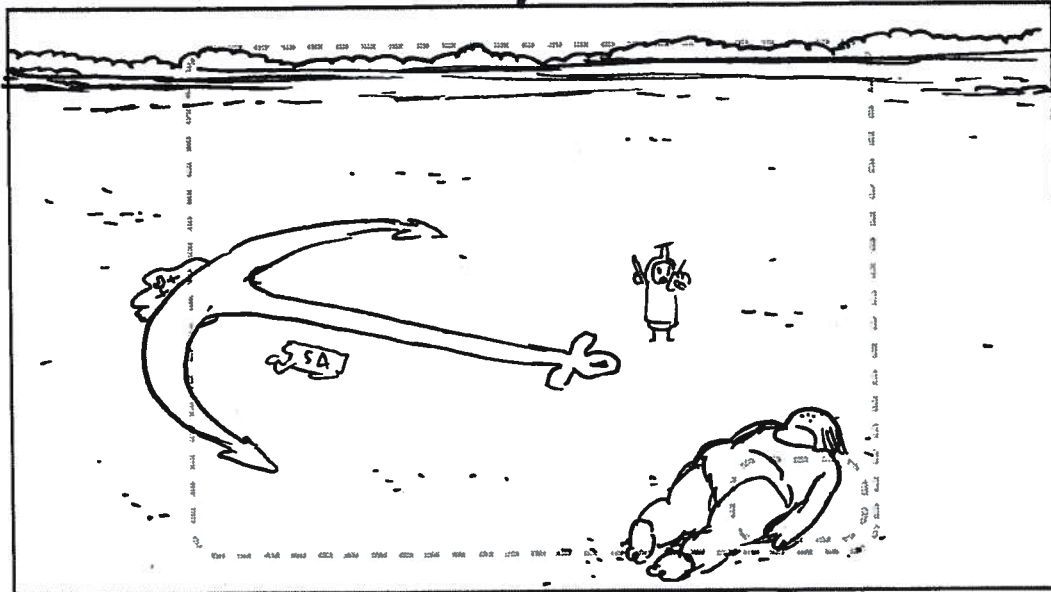
Production :



ADVENTURE TIME

Page 100

Sc. 6/cont Pnl. G Bg. day night



Dialog: PG: We'll go get him!

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

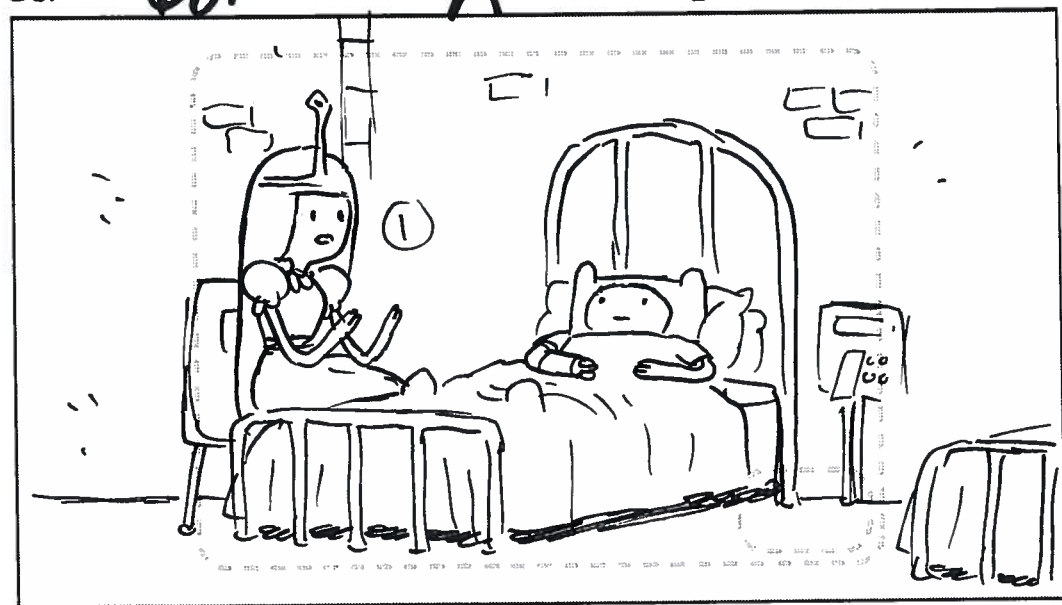
1042 248

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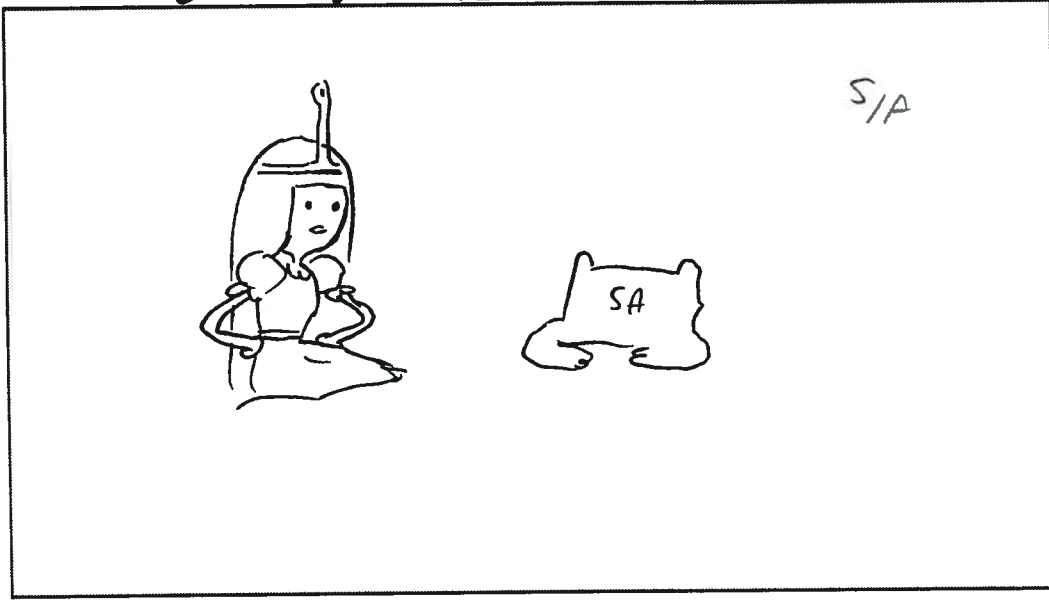
ADVENTURE TIME




Sc. 62 Pnl. A Bg. day night



Sc. 62 cont. Pnl. B Bg. day night



Dialog:	(PB) → Alright, alright - ② I think I've heard just about enuff fff ffffff →	to know that I need to hear that all-over-again.
Action:		-PB PUTS FISTS ON HIPS.
Timing:		FEB 25 2016

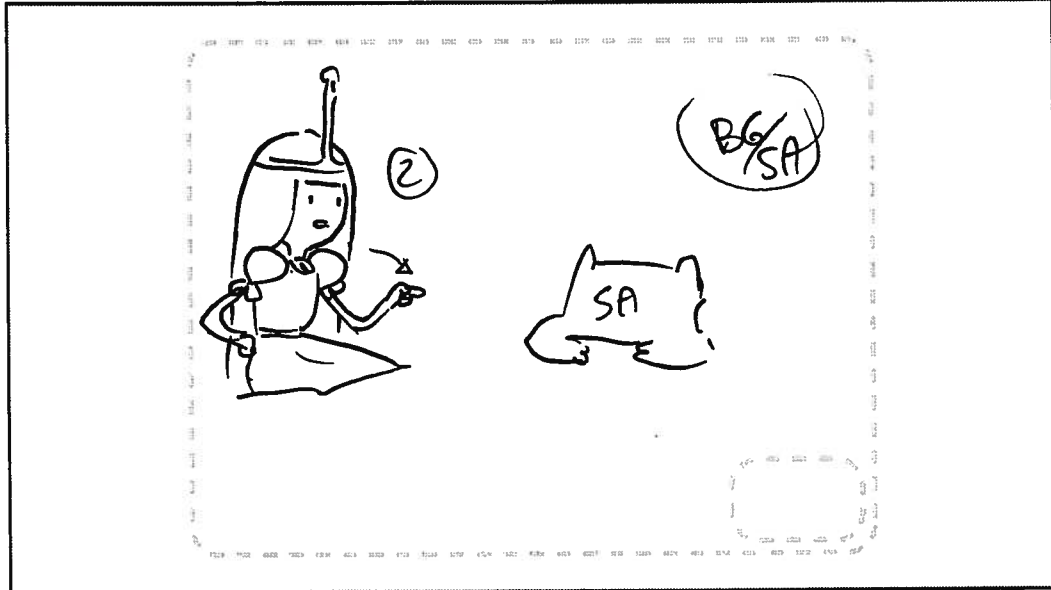
EPISODE # 1042-248 Production :

1042 248

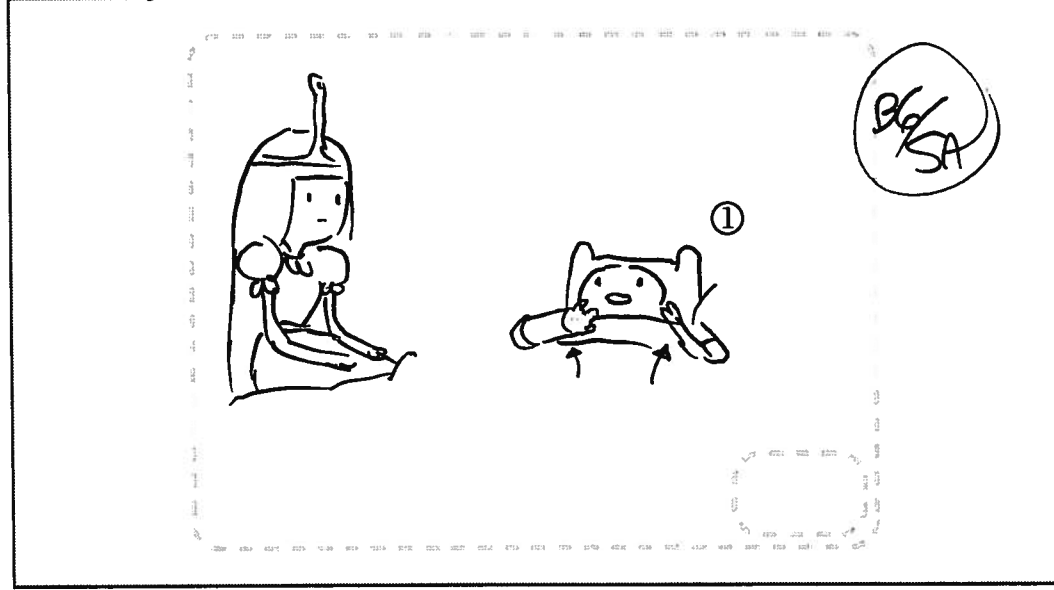
ADVENTURE TIME



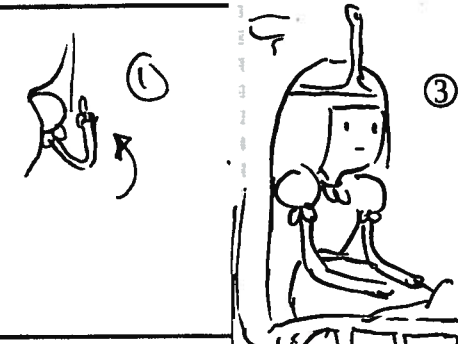

Sc. **62 cont** Pnl. **C** Bg. day night



Sc. **62 cont** Pnl. **D** Bg. day night



Dialog: (PB:) Why don't you take it from the top. (F:) (genuinely chipper) Okay, so, as you know...

Action: Timing:  

EPISODE # 1042-248

Production :

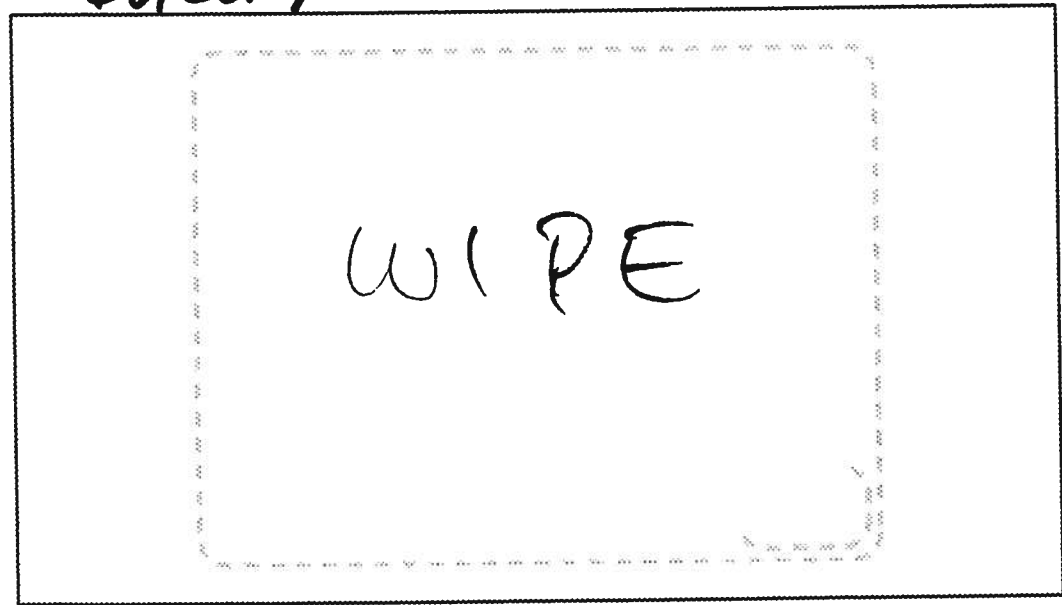
1042 248

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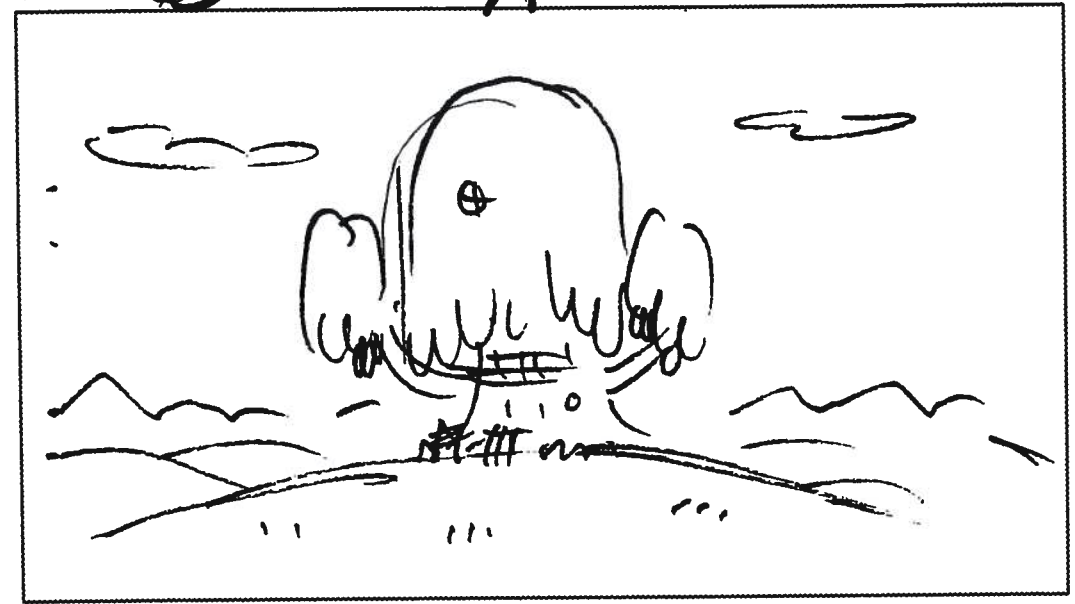
ADVENTURE TIME



Sc. **62 cont** Pnl. Bg. day night



Sc. **63** Pnl. **A** Bg. day night



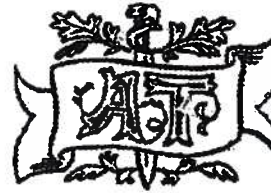
Dialog:
Action:
Timing:

FEB 25 2016

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EPISODE #
Production :

1042 248

ADVENTURE TIME

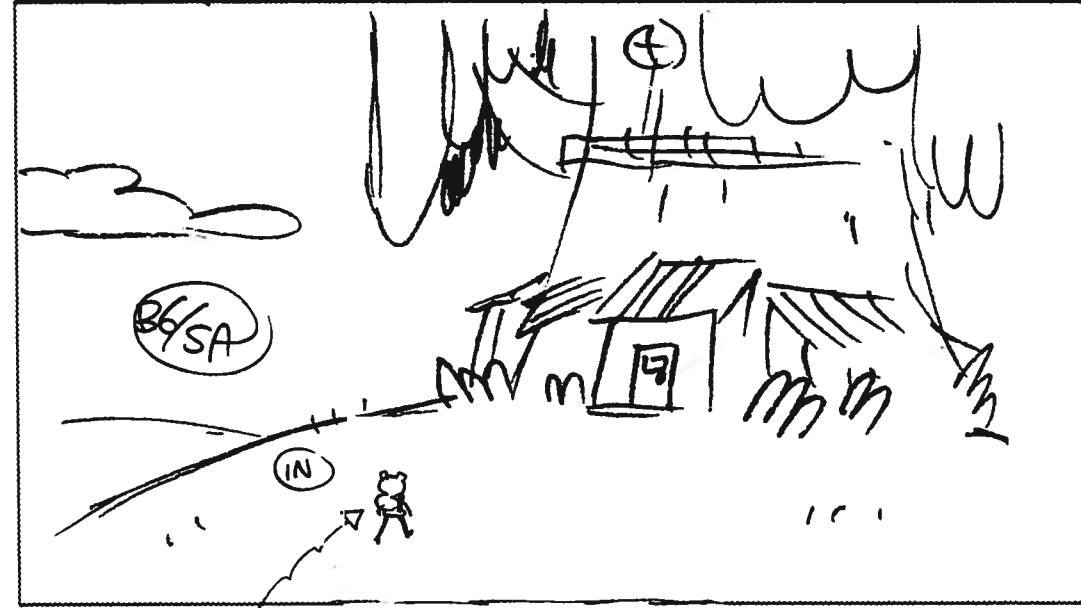


Page **104**

Sc. **64** Pnl. **A** Bg. day night



Sc. **64 cont** Pnl. **B** Bg. day night



Dialog:	
Action:	- GRASS FINN WALKS ON/S AND APPROACHES TREE HOUSE. FEB 25 2016
Timing:	

1042-248

EPISODE #

Production :

1042 248

1042 248

1042 248

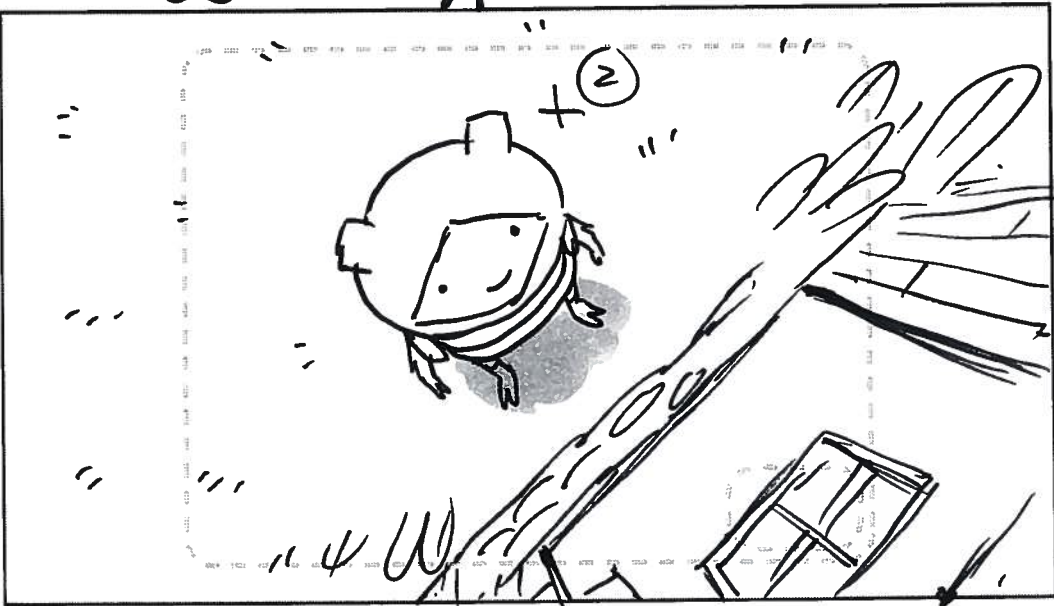
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ADVENTURE TIME

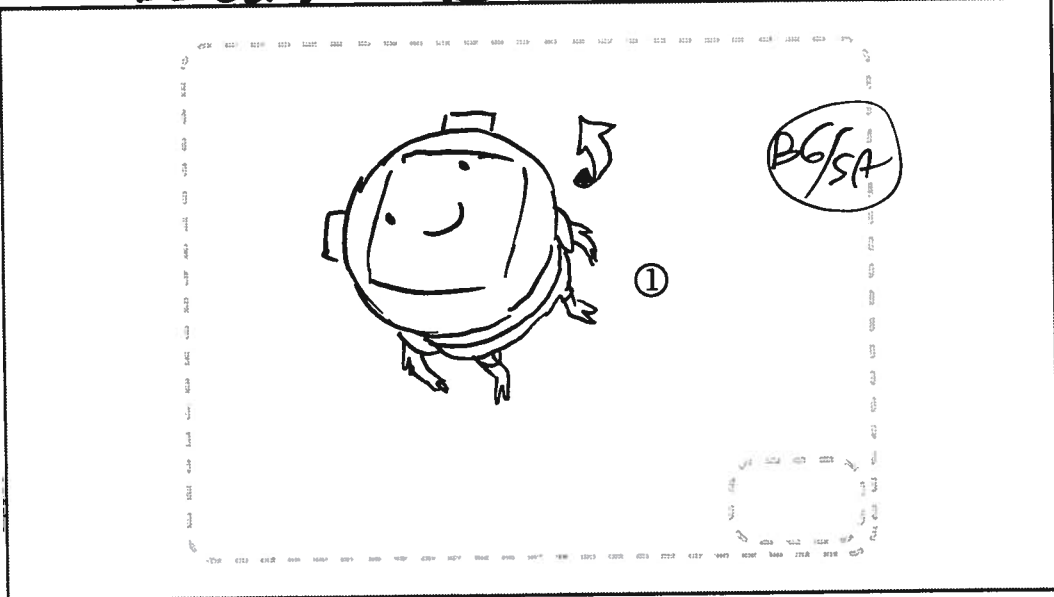


Page 105

Sc. 65 Pnl. A Bg. day night



Sc. 65 cont Pnl. B Bg. day night



Dialog:

Action:

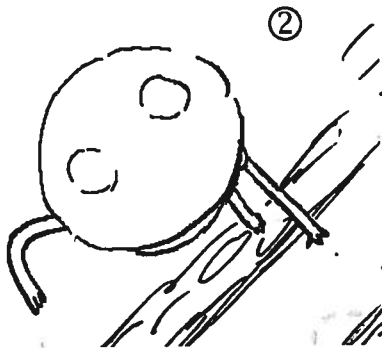
Timing:



- G.F. WALKS ON/IS
AND STOPS IN
FRONT OF DOOR.

- G.F. LOOKS UPWARDS.

FEB 25 2016



Production :

EPISODE #

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1042 248

1042 248

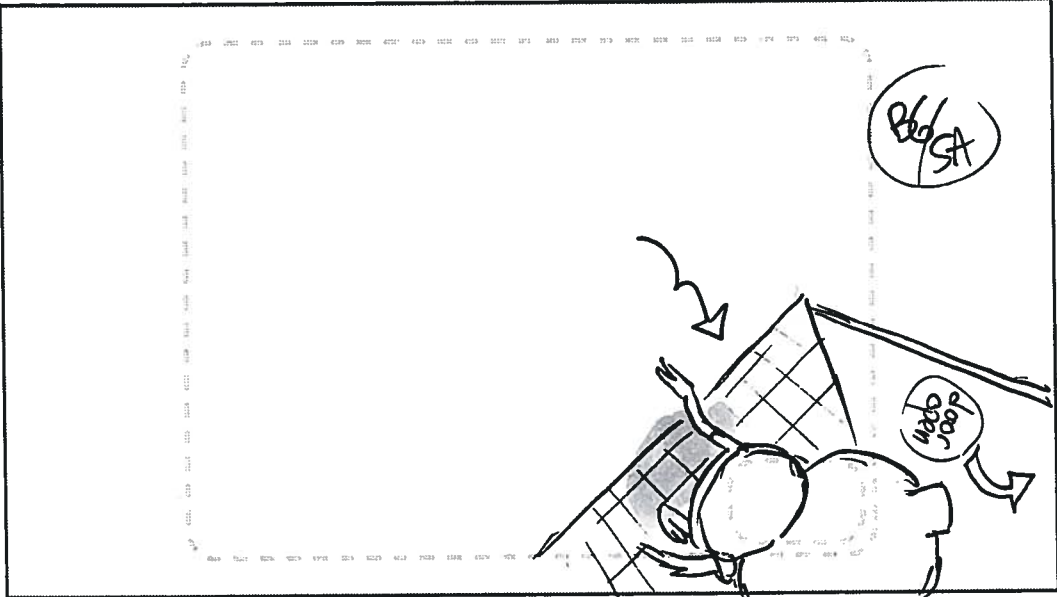
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ADVENTURE TIME

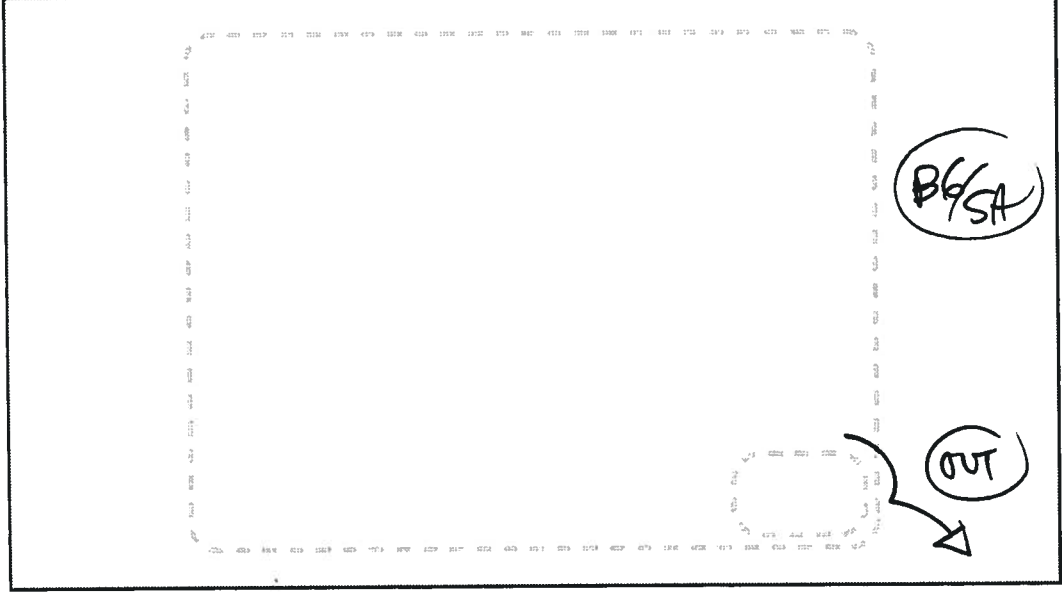


Page 106

Sc. 65 cont Pnl. C Bg. day night



Sc. 65 cont Pnl. D Bg. day night



Dialog:
Action: - G.F. OPENS DOOR AND HEADS INSIDE.
Timing:

FEB 25 2016

EPISODE # 1042-248 Production :

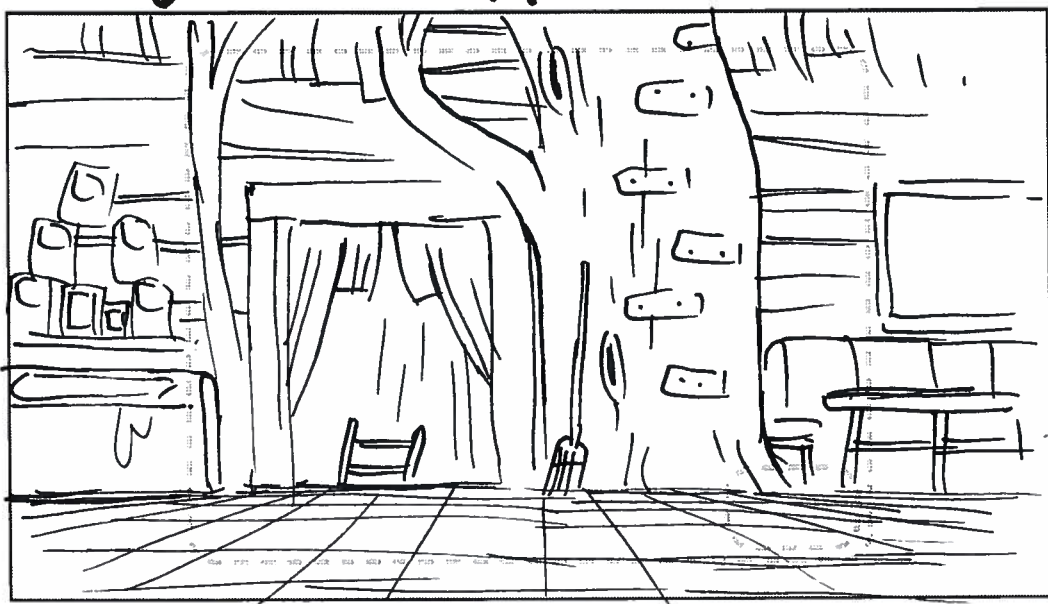
1042 248

1042 248

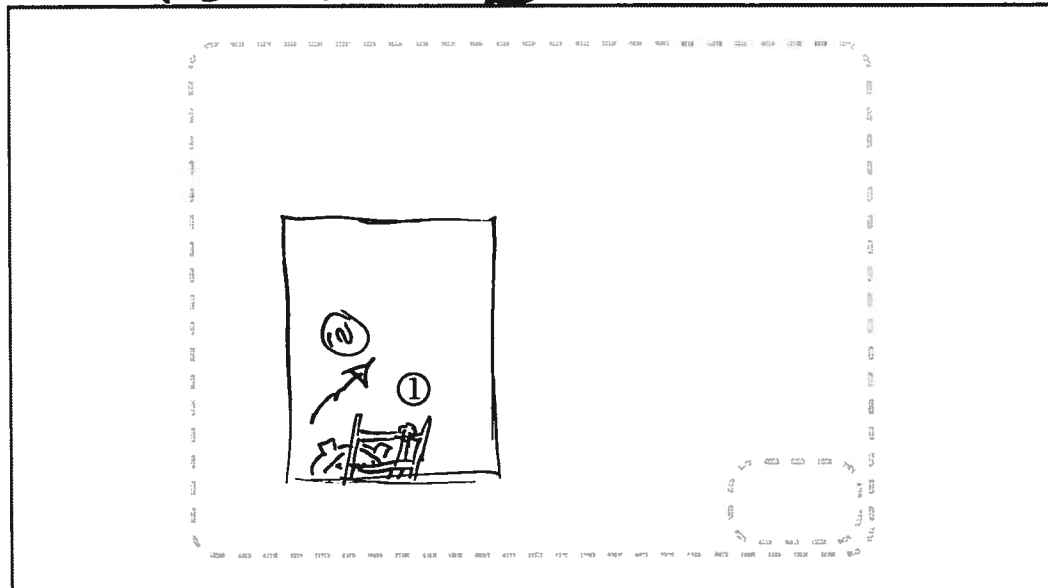
ADVENTURE TIME



Sc. 66 Pnl. A Bg. day night



Sc. 66 cont Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	<div data-bbox="1112 1208 1381 1549" data-label="Image"></div> <div data-bbox="1408 1208 1677 1549" data-label="Image"></div> <div data-bbox="1704 1273 1999 1565" data-label="Image"></div> <div data-bbox="1892 1143 2295 1240" data-label="Text"><p>-GF. CLIMBS LADDER INTO LIVING ROOM.</p></div> <div data-bbox="2080 1273 2268 1305" data-label="Text"><p>FEB 25 2016</p></div>

EPISODE # 1042-248

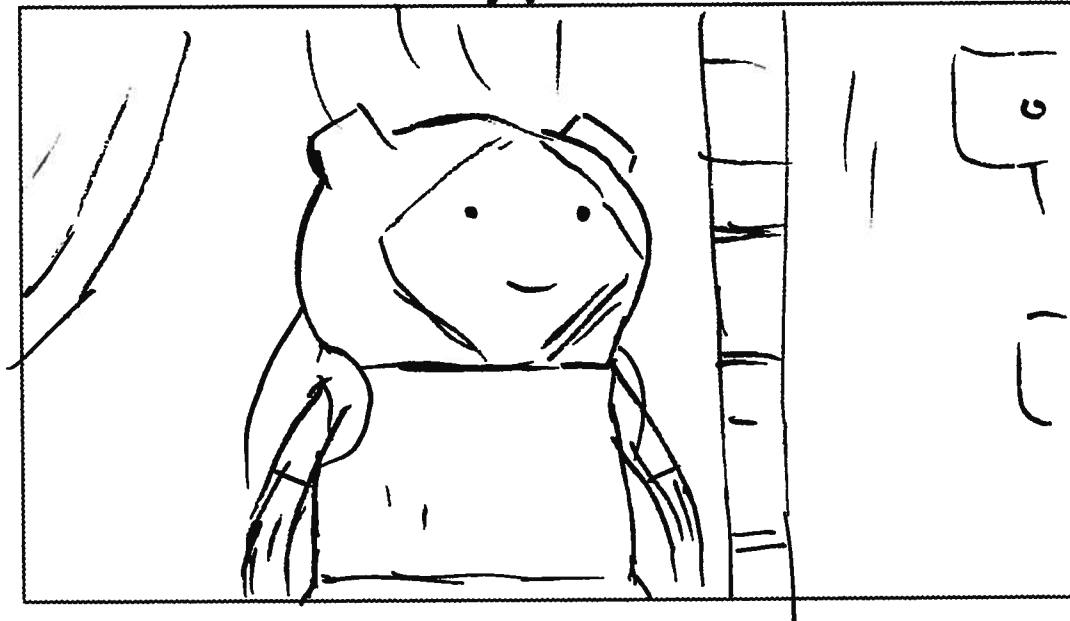
Production :

ADVENTURE TIME

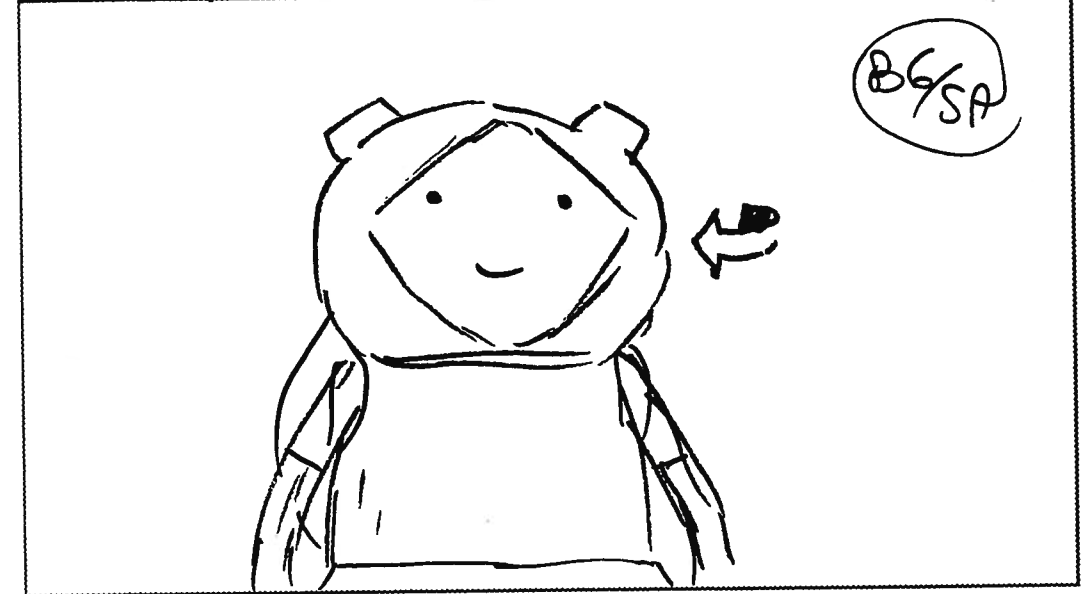


Page **108**

Sc. **67** Pnl. **A** Bg. day night



Sc. **67 cont** Pnl. **B** Bg. day night



Dialog:

- BEAT

Action:

- G.F. SCANS ROOM,

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

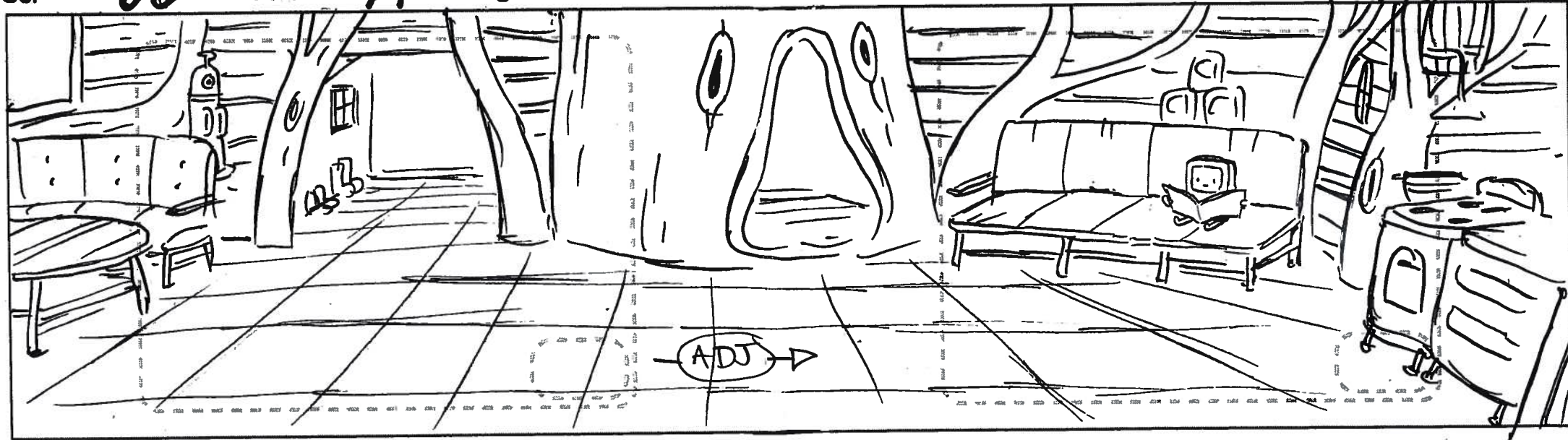
1042 248

ADVENTURE TIME



Page **109**

Sc. **68** Pnl. **A** Bg. day night Sc. Pnl. Bg. day night



Dialog:

GF ^(c) Hey! BMO!

Action:

- PAN RIGHT TO FIND BMO

FEB 25 2016

Timing:

EPISODE # 1042-248

STOP

Production :

1042 248

1042 248

1042 248
START

ADVENTURE TIME



Page **110**

Sc.

68 cont Pnl. B

Bg.

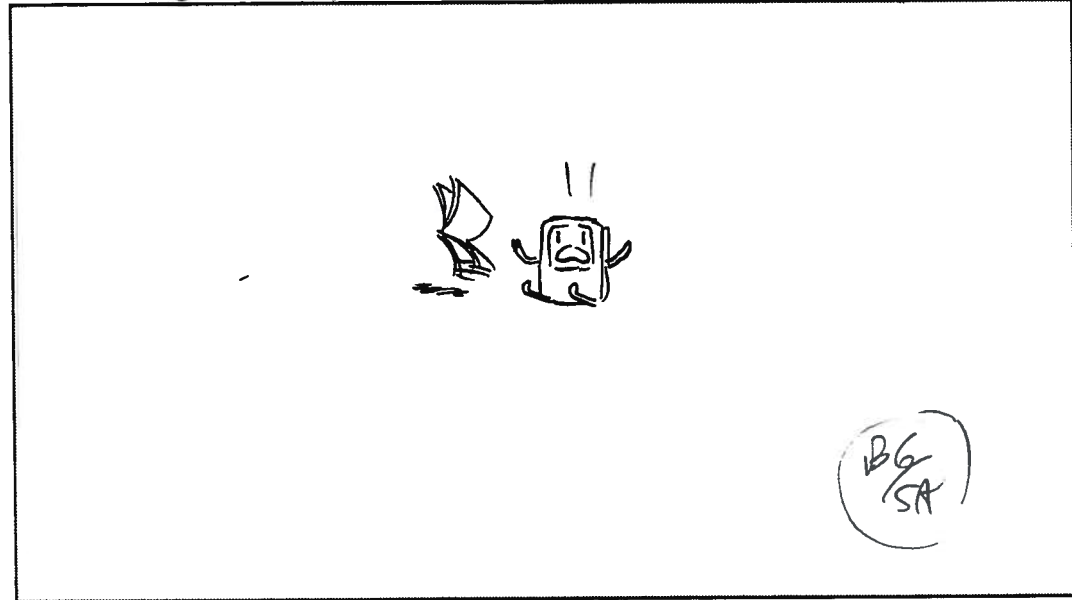
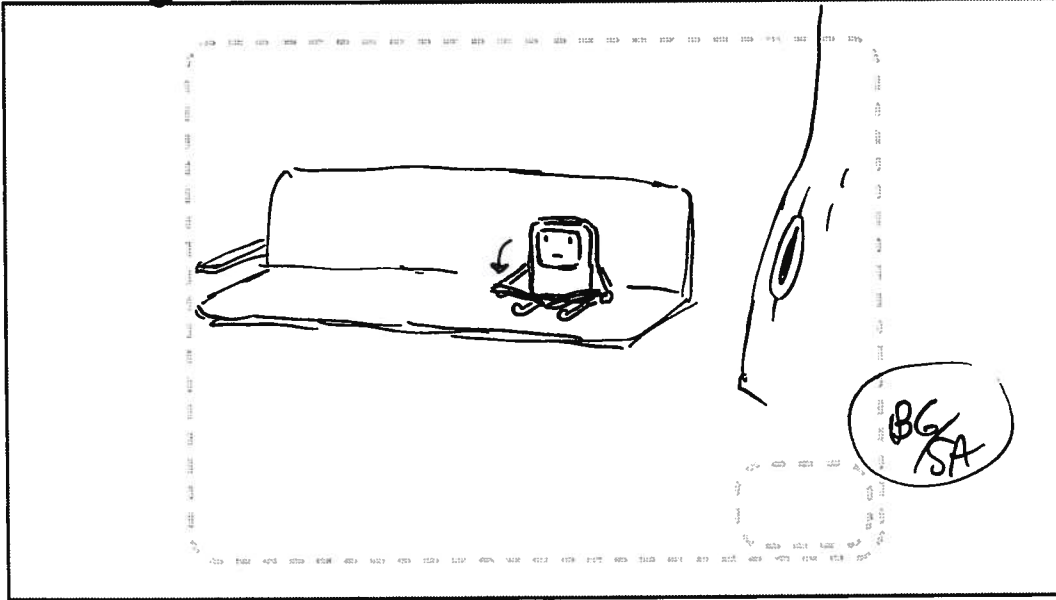
day night

Sc.

68 cont Pnl. C

Bg.

day night

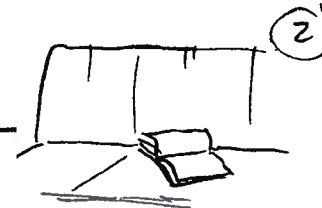


Dialog:

BMO AAAHH!

Action:

-BMO LOOKS UP FROM BOOK.



-BMO TOSSES BOOK
IN FRIGHT.

FEB 25 2016

Timing:

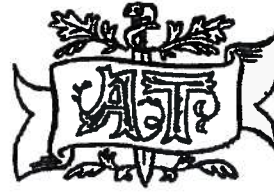
Production :

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1042 248

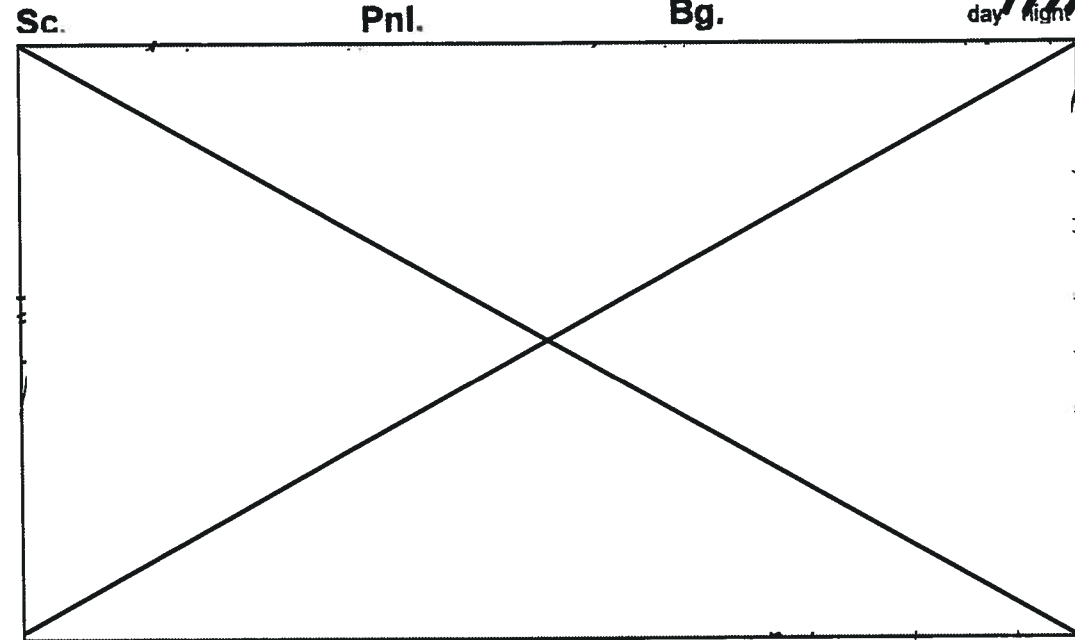
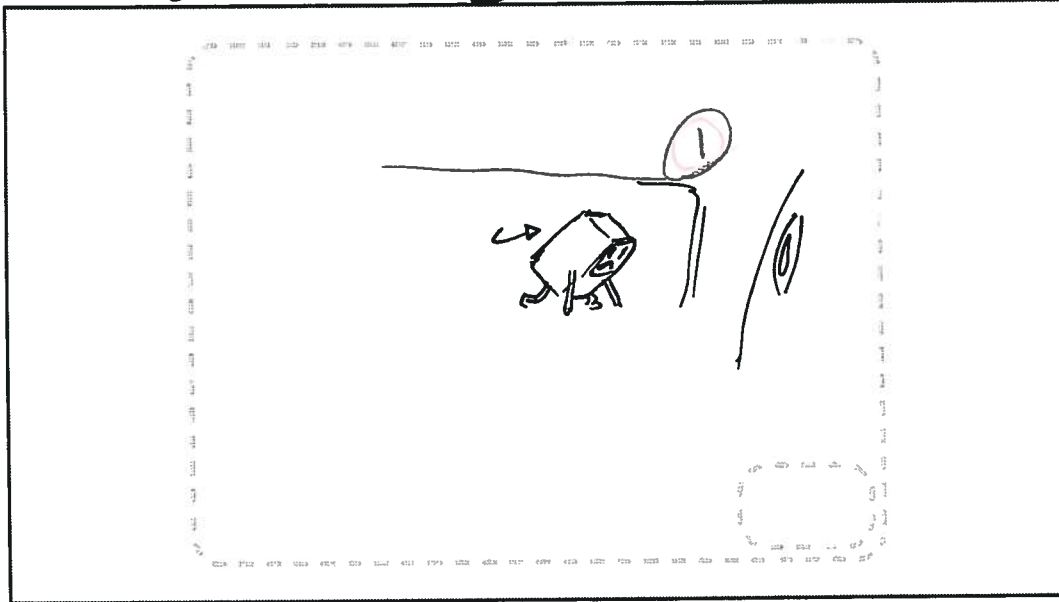
1042 248

ADVENTURE TIME



Page 111
111A NEXT
 day night

Sc. 68 cont Pnl. D Bg. day night



Dialog:

(BMO) * panicky stumbling noises *

Action:



- ADJUST w/ JUMPING MOTION

- BMO JUMPS
 INTO KNOT HOLE.

FEB 25 2016

Timing:

Production :

EPISODE # 1042-248

1042 248

1042 248

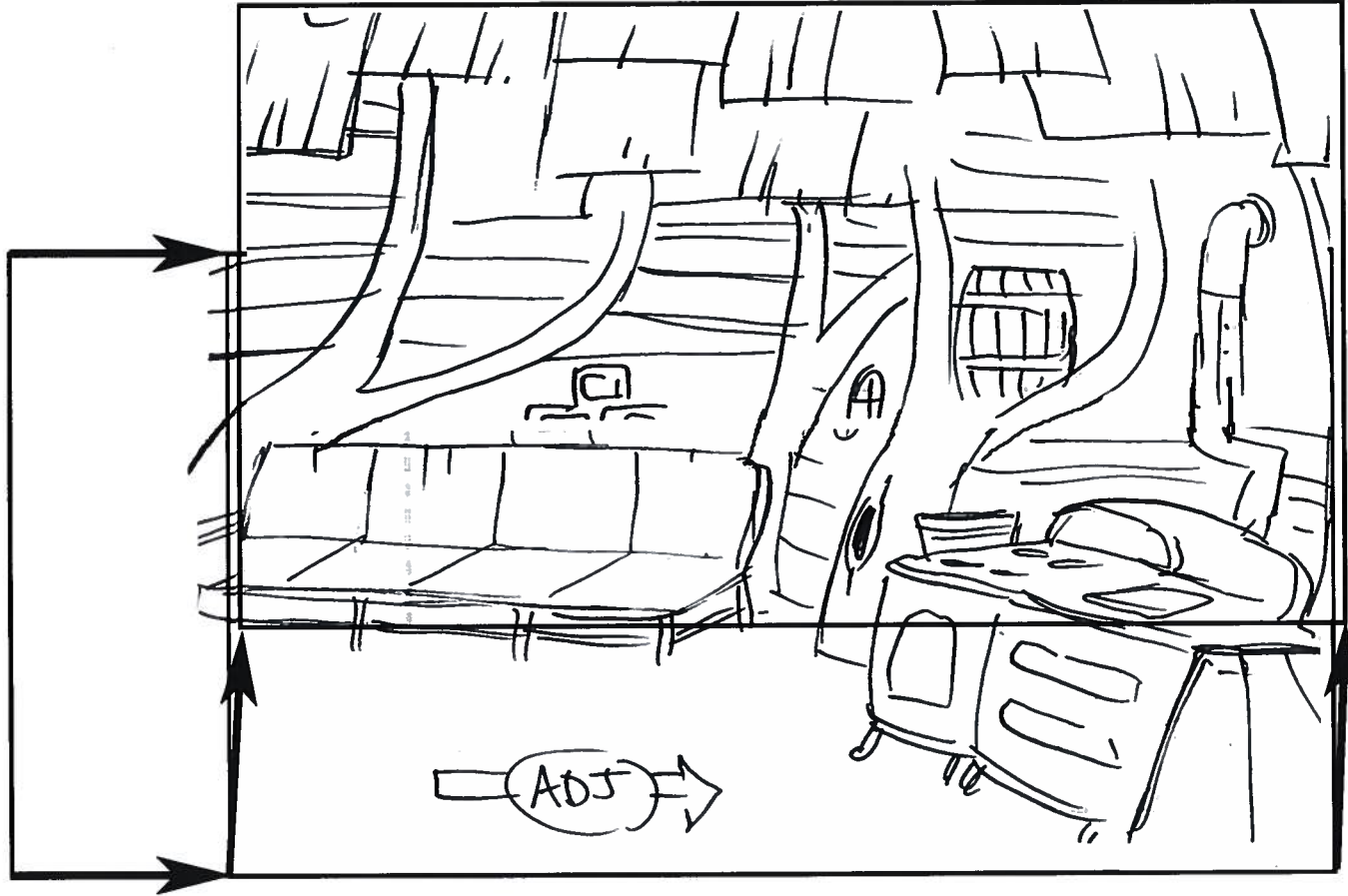
1042 248

ADVENTURE TIME



Page 111A
112 NEXT

Sc. 68 *cont* Pnl. E Bg. day night



Dialog:	(SFX) * BMO scampering through the walls *
Action:	- ADJUST w/ JUMPING MOTION - PAN UP AS BMO GLIMBS QUICKLY INSIDE OF WALL.
Timing:	FEB 25 2016

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Production:

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc. <u>69</u>	Pnl. <u>A</u>	Bg.	day	night

Dialog:
(GF:) Bmo?
Action:
FEB 2 5 2016
Timing:

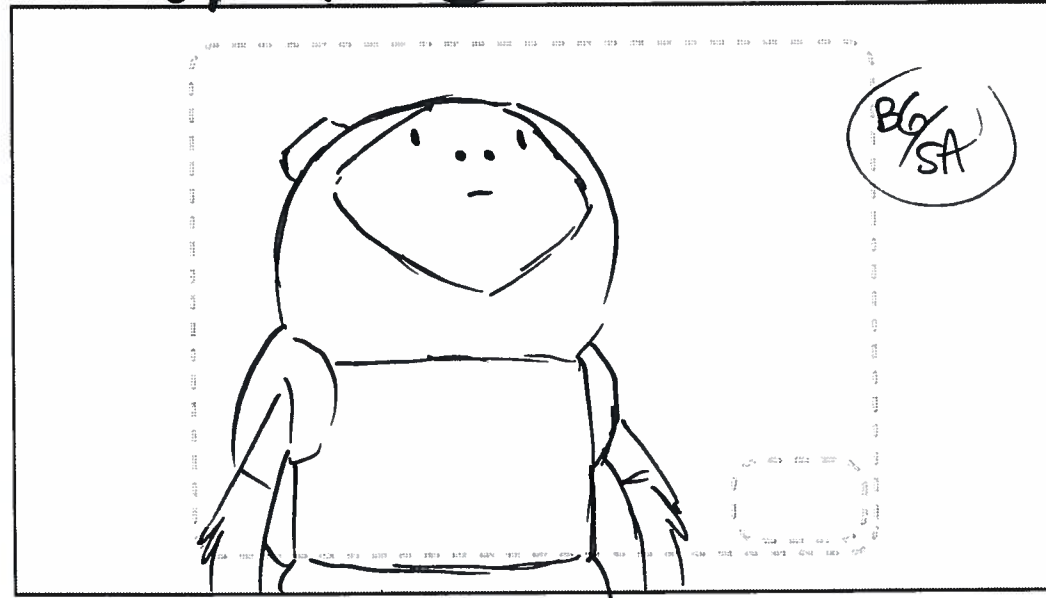
Production : EPISODE # 1042-248

ADVENTURE TIME

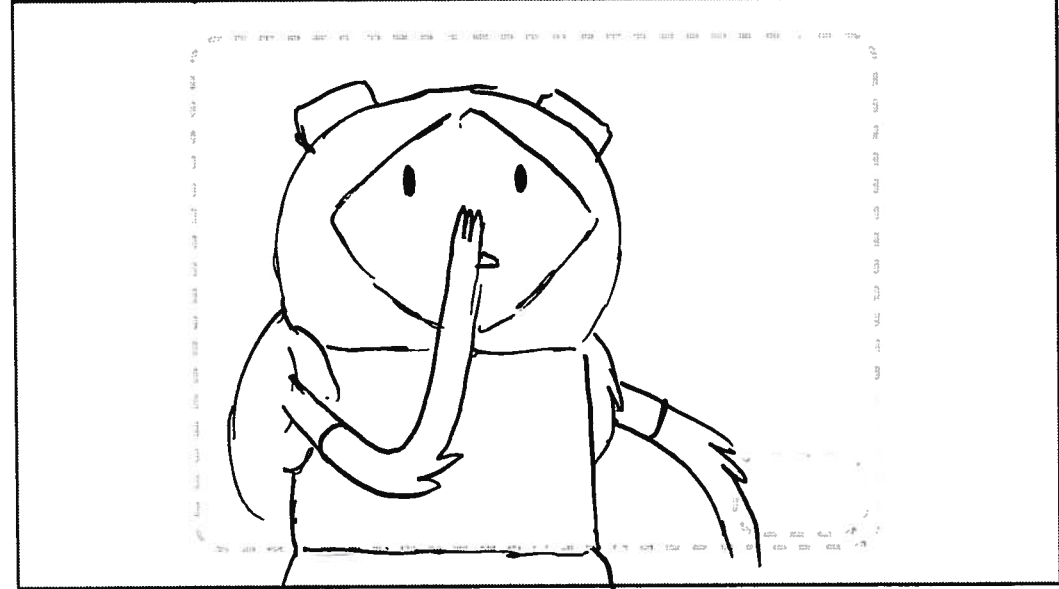


Page 113

Sc. 69 CONT Pnl. B Bg. day night



Sc. 69 CONT Pnl. C Bg. day night



Dialog:

SFX: = POP =

Action:

1 2 3 4 5 6 7

- G.F. FORMS NOSTRILS.

- G.F. TOUCHES NOSE.

FEB 25 2016

EPISODE # 1042-248

Production :

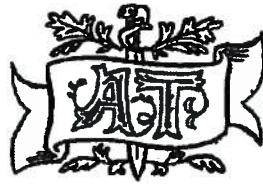
1042 248

1042 248

1042 248

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ADVENTURE TIME



Page **114**

Sc.

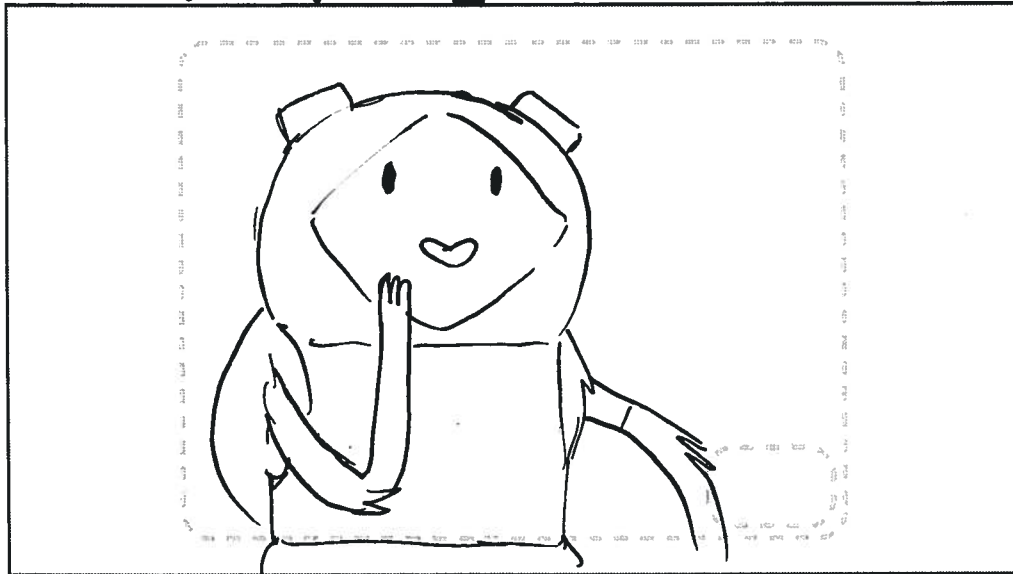
69 CONT

Pnl.

D

Bg.

day night



Sc.

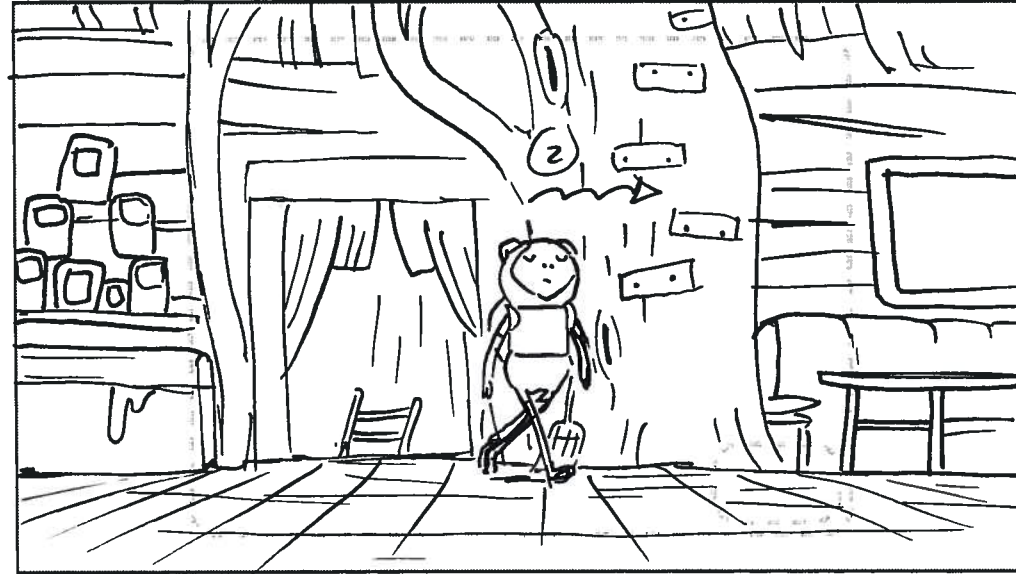
70

Pnl.

A

Bg.

day night



Dialog:

(GF) oh hey - my nose is back!

(GF) * SNIFF SNIFF *

Action:



- G.F. CLOSSES EYES,
SNIFFS AIR AS HE
WALKS FORWARD.

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

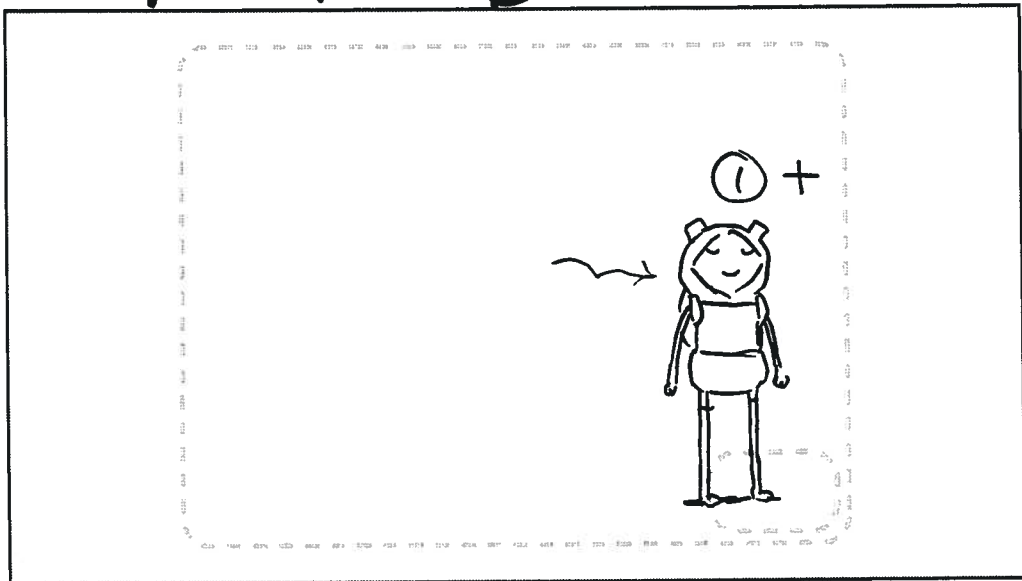
1042 248

ADVENTURE TIME

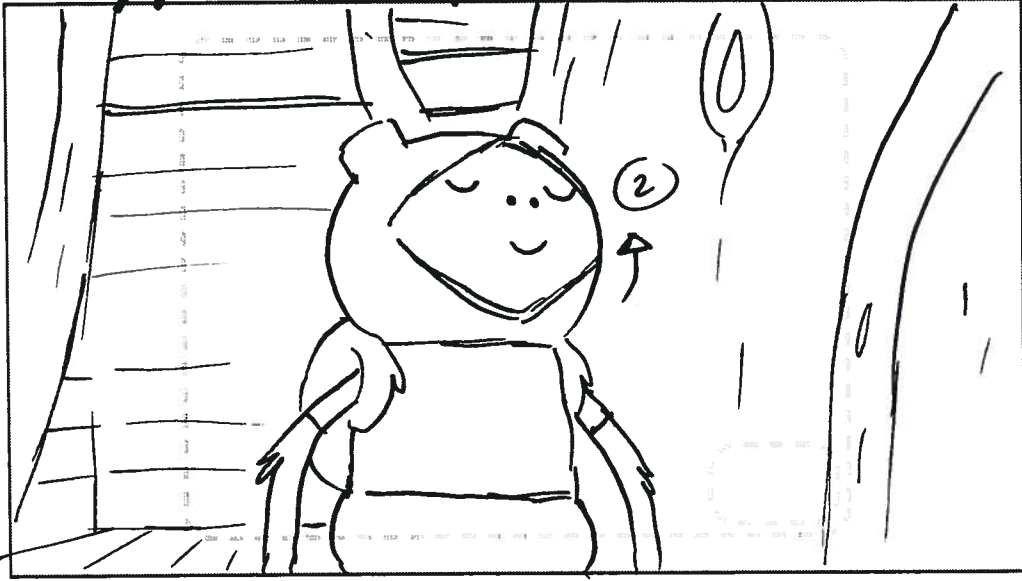


Page **115**

Sc. **70 cont** Pnl. **B** Bg. day night



Sc. **71** Pnl. **A** Bg. day night



Dialog:	(GF) (1): mmm - (2): stinks good in here.	(F:) * sniff sniff *
Action:	(2) - GF COMES TO A STOP.	(1)
Timing:		FEB 2 5 2016

EPISODE # 1042-248

Production :

1042 248

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1042 248

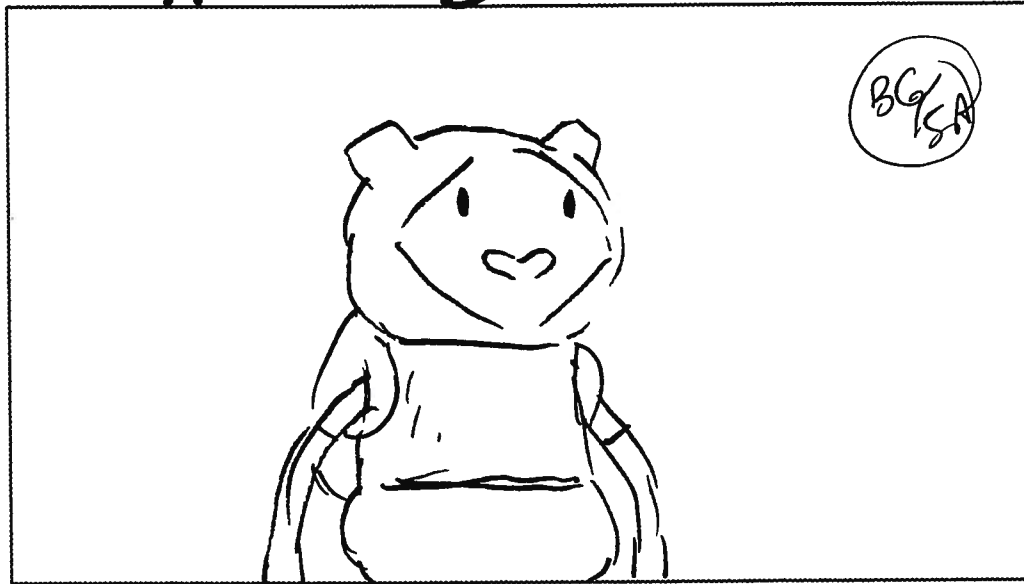
1042 248

ADVENTURE TIME

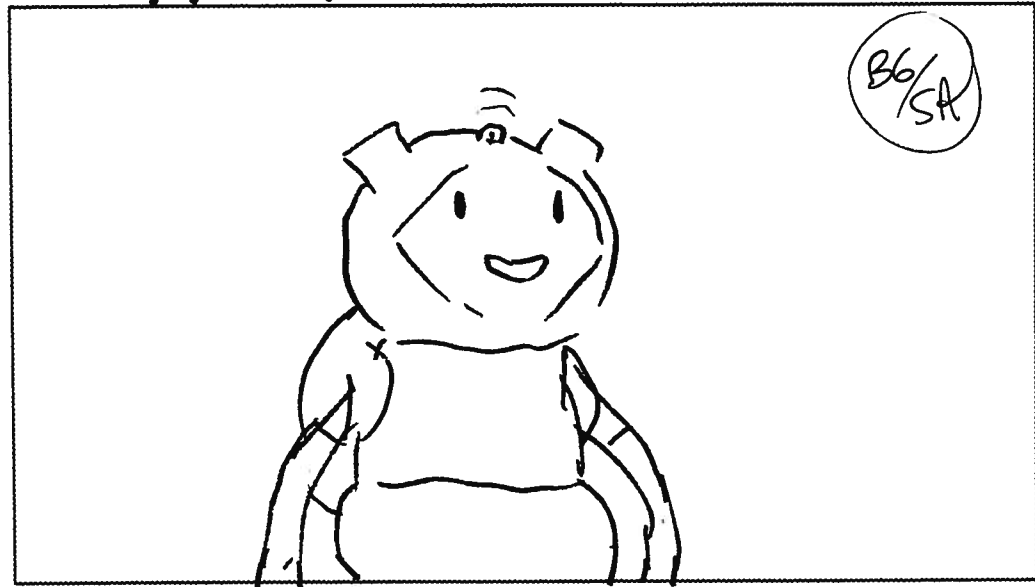


Page **116**

Sc. **71 cont** Pnl. **B** Bg. day night



Sc. **71 cont** Pnl. **C** Bg. day night



Dialog:

GF I got that
"big boy" musk: _____

Action:

Timing:

- ① ~~~~~
- ② ~~~~~
- ③ ~~~~~

GF: Socks,
trash,
butt,

(mushroom starts
growing)

OUT OF HEAD.

FEB 25 2016

EPISODE # 1142-248

Production :

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1042 248

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1042 248

1042 248

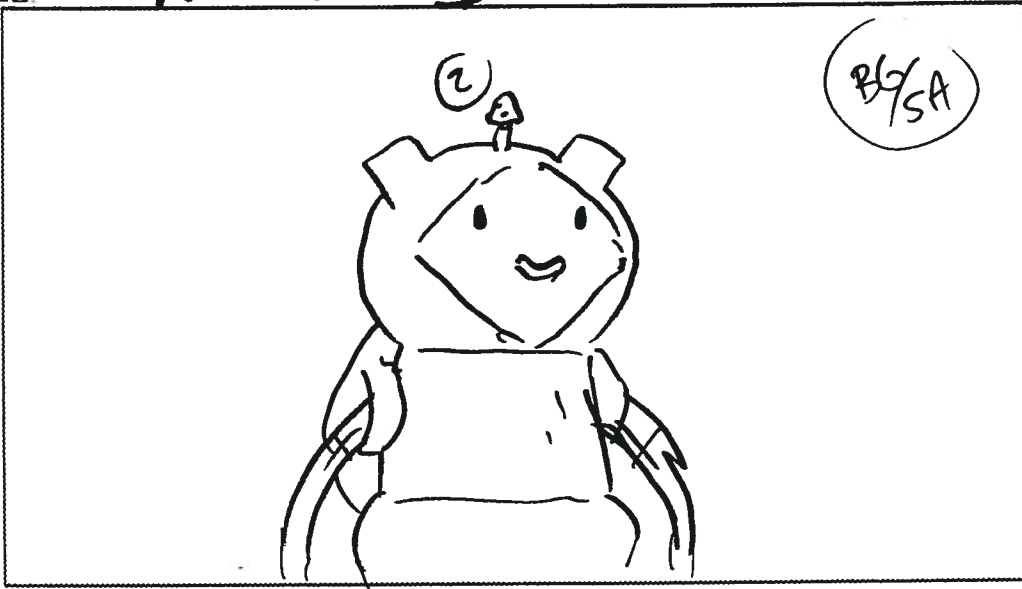
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ADVENTURE TIME

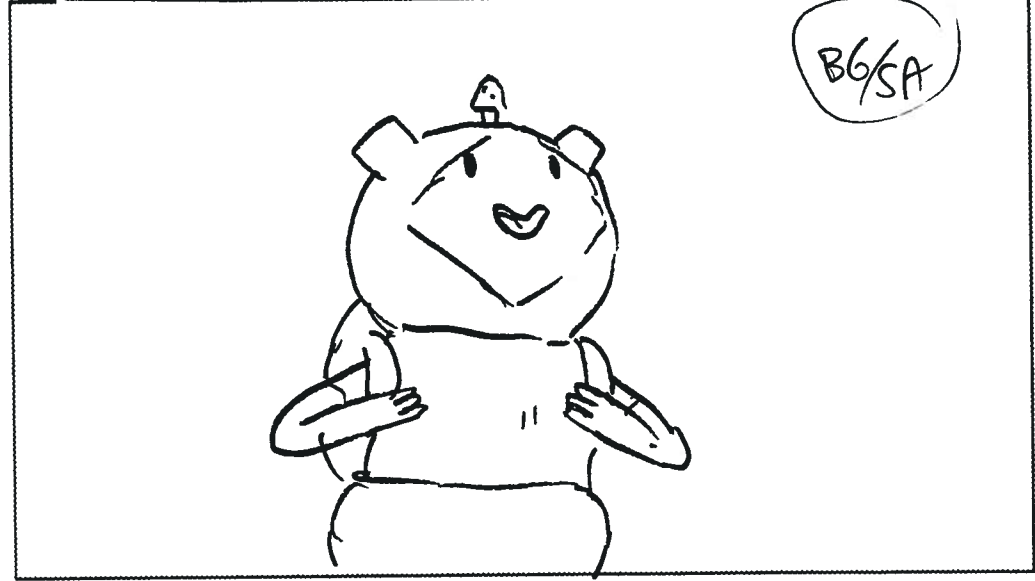


Page **117**

Sc. **7/cont** Pnl. **D** Bg. day night



Sc. **7/cont** Pnl. **E** Bg. day night



Dialog:

(GF) All the stinks of home (2)
(SFX) (2) :: SHMP ::

(GF:) Hahz, hey, →

Action:

- G.F. NOTICES MUSHROOM.



- ① mushroom is bent & deflated
- ② mushroom inflates with a sudden rubbery spring.
- ③ mushroom settles.

FEB 25 2016

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Production :

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1042 248

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ADVENTURE TIME

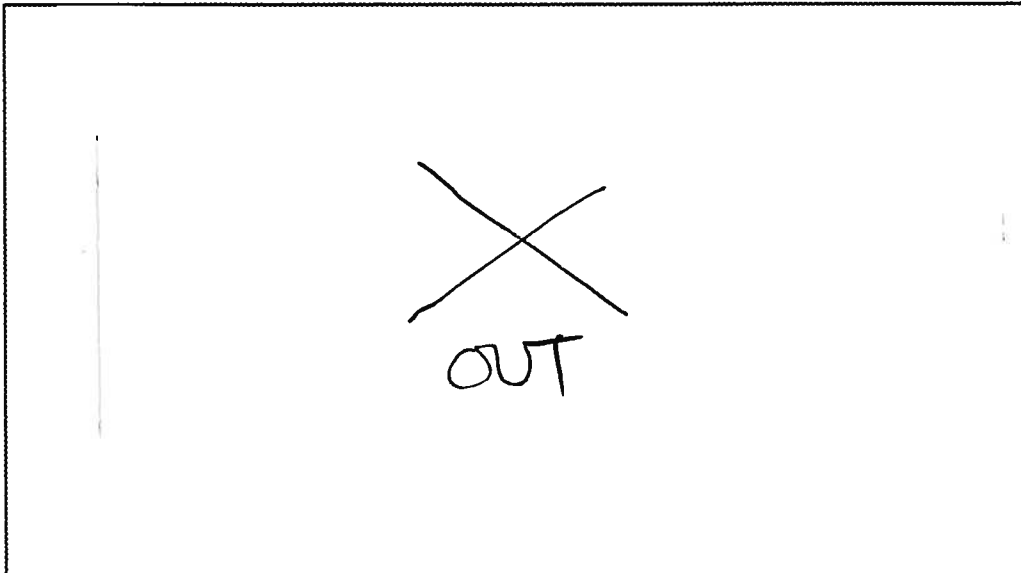


Sc. *TV cont* Pnl. *F* Bg. day night



S/A

Sc. Pnl. Bg. day night



OUT

Dialog: *(G:) Whatz you doin'?*

Action: *- G.F. REACHES UP.*

Timing:

FEB 25 2016

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EPISODE #

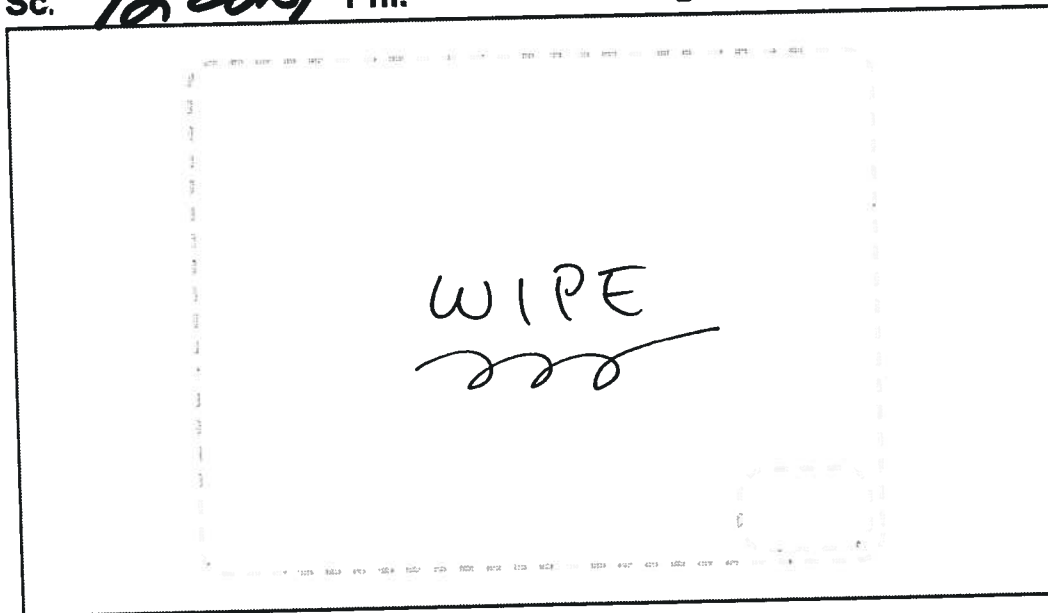
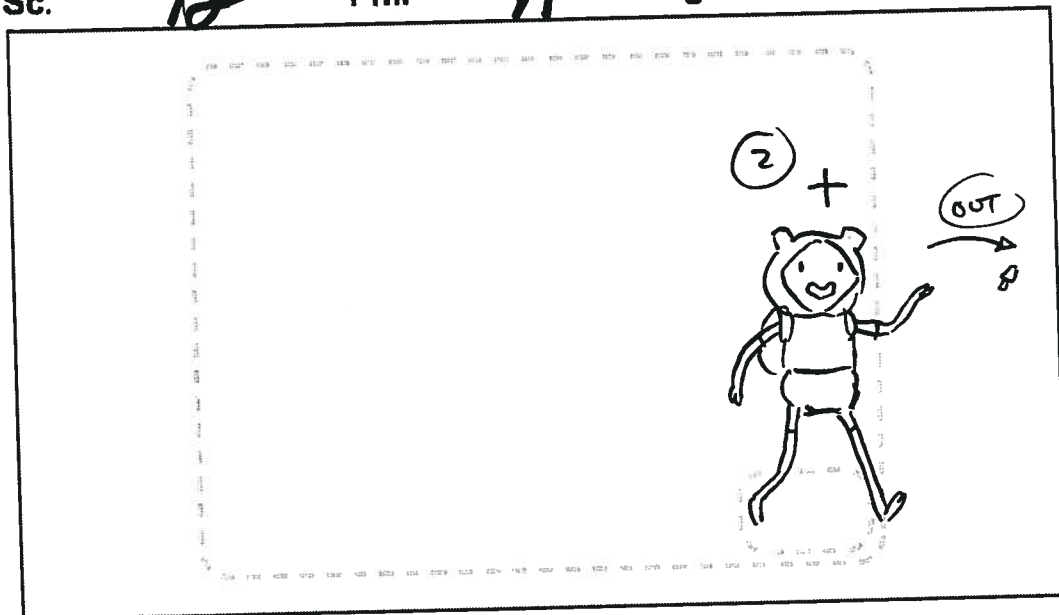
Production :

ADVENTURE TIME



Page **119**

Sc. **72** Pnl. **A** Bg. day night Sc. **72 cont** Pnl. Bg. day night



Dialog: **GF** Get outta here! :haha:

Actor

Timing



- GF PLUCKS MUSHROOM AND TASSES IT OFF/S.

- GF WALKS OFF/S.

FEB 25 2018

EPISODE # 1042-248

Production :

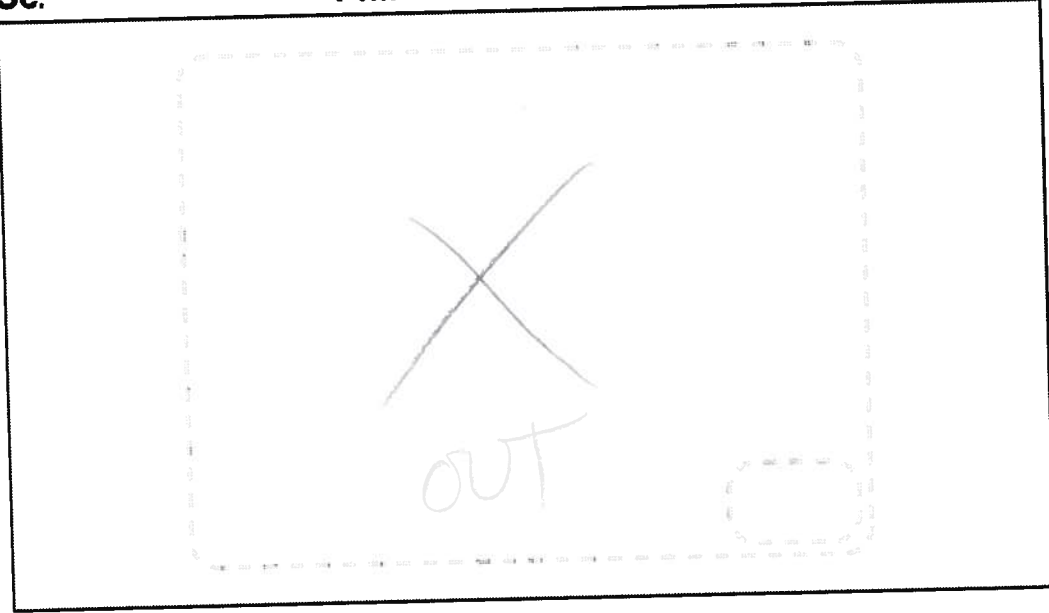
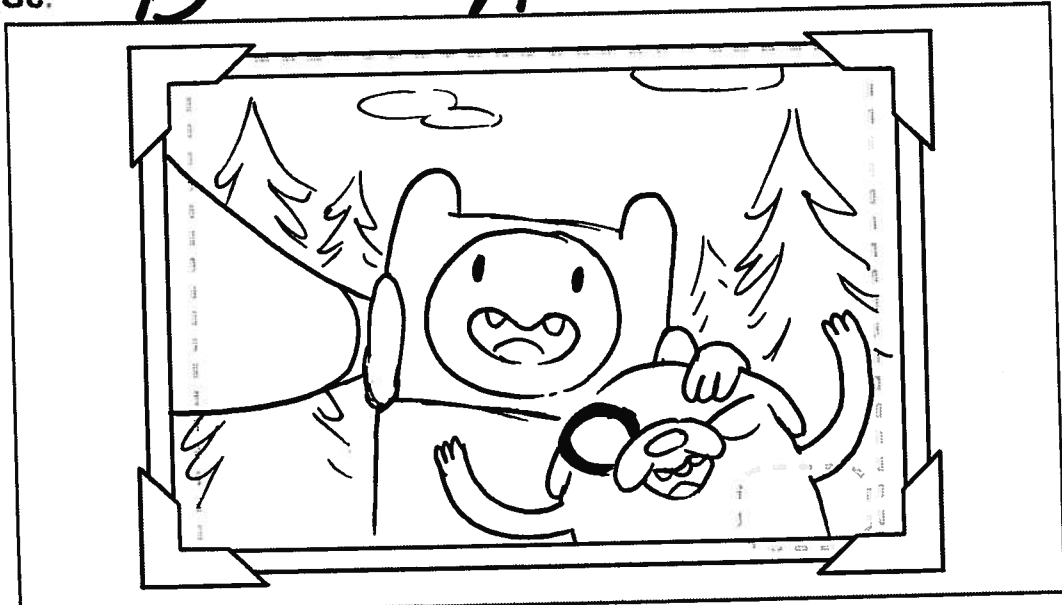
1042 248

1042 248

ADVENTURE TIME



Sc. 73 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog: (GF:OS) Haha - man, I remember that day :CHOMP:
Action: - CU OF PHOTOGRAPH FEB 25 2016
Timing:

EPISODE # 1042-248 Production :

1042 248

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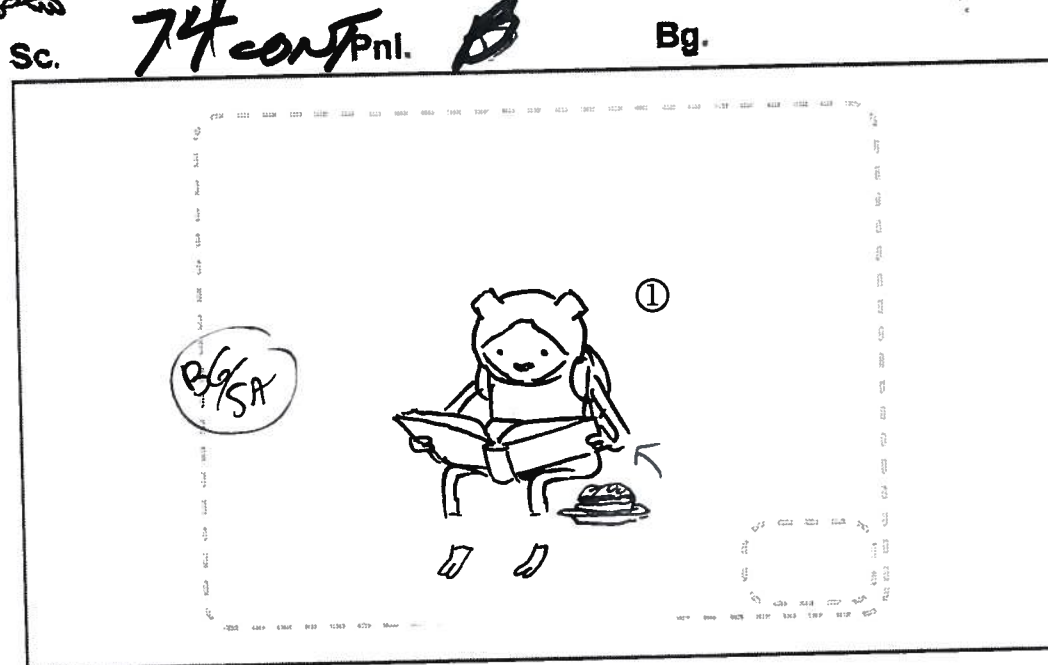
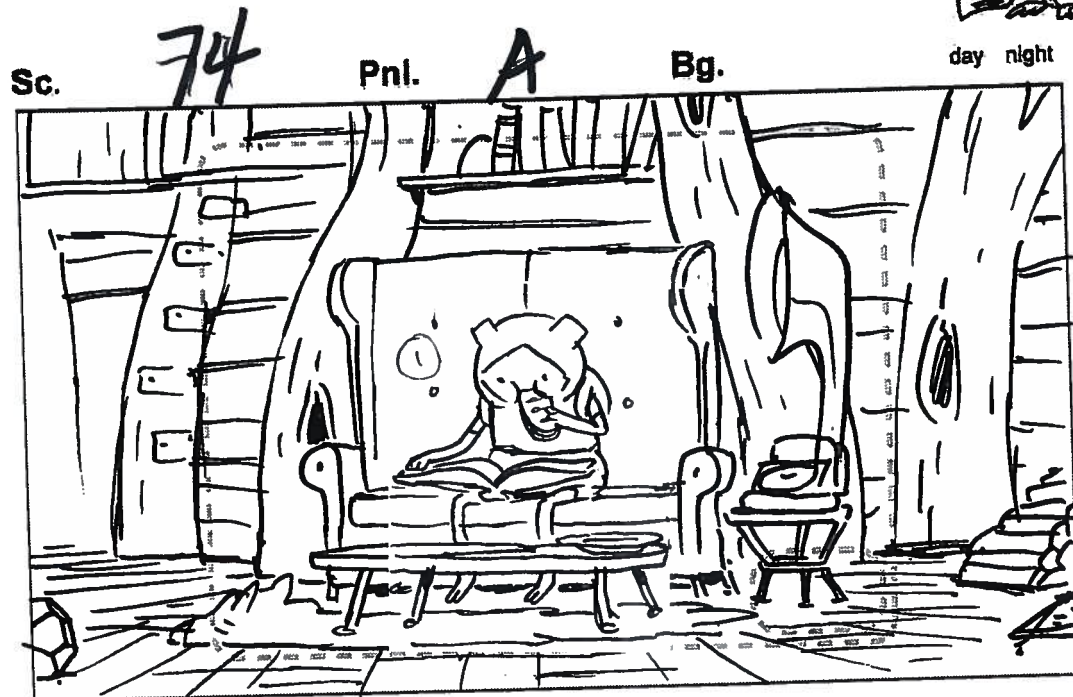
1042 248

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ADVENTURE TIME



Page 121



Dialog:

(GF) : chew chew swallow

(GF) : That was when BMO lost control of the tank.

Action:

- GF TAKES BITE OF SANDWICH THEN PUTS IT DOWN.

Timing:



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ADVENTURE TIME



day night

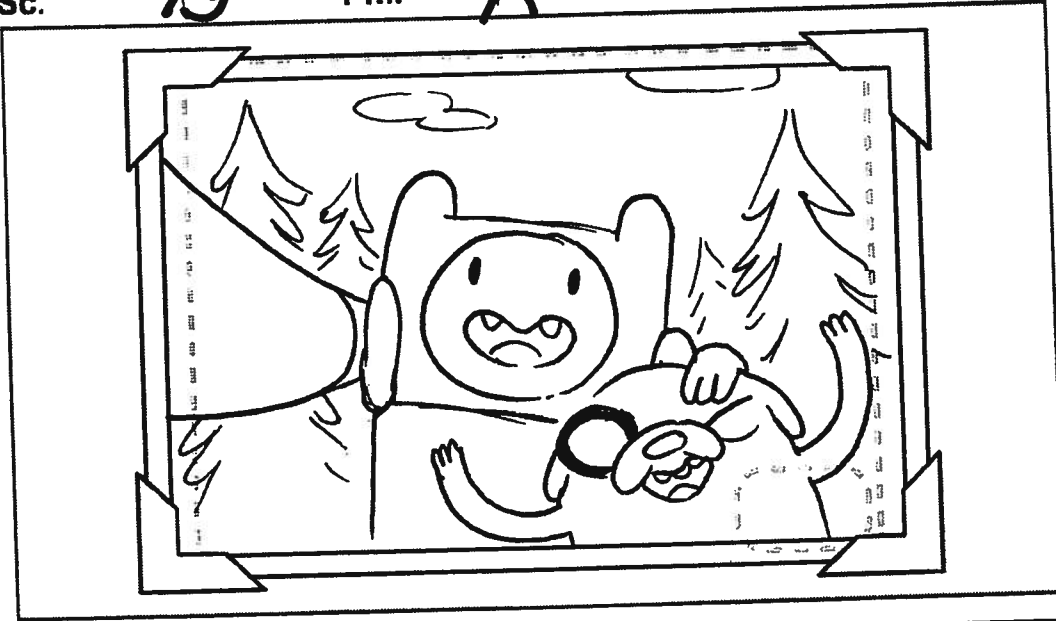
Sc.

75

Pnl.

A

Bg.



Sc.

75 cont

Pnl.

B

Bg.



Page

No

day night

122
No 122

Dialog:

Action:

-PAN S. TO NEXT PHOTO

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

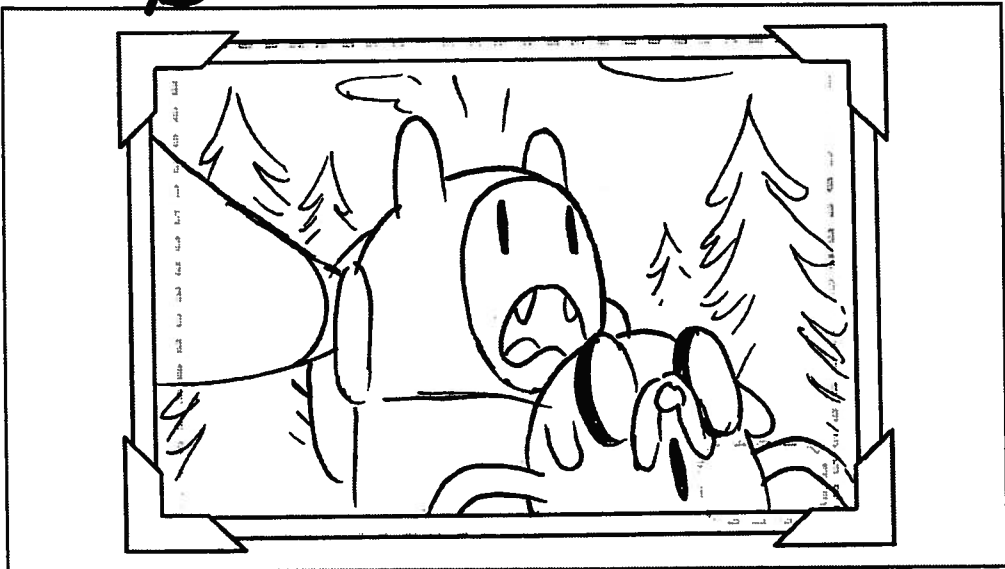
ADVENTURE TIME



Sc. 15 cont Pnl. C

Bg.

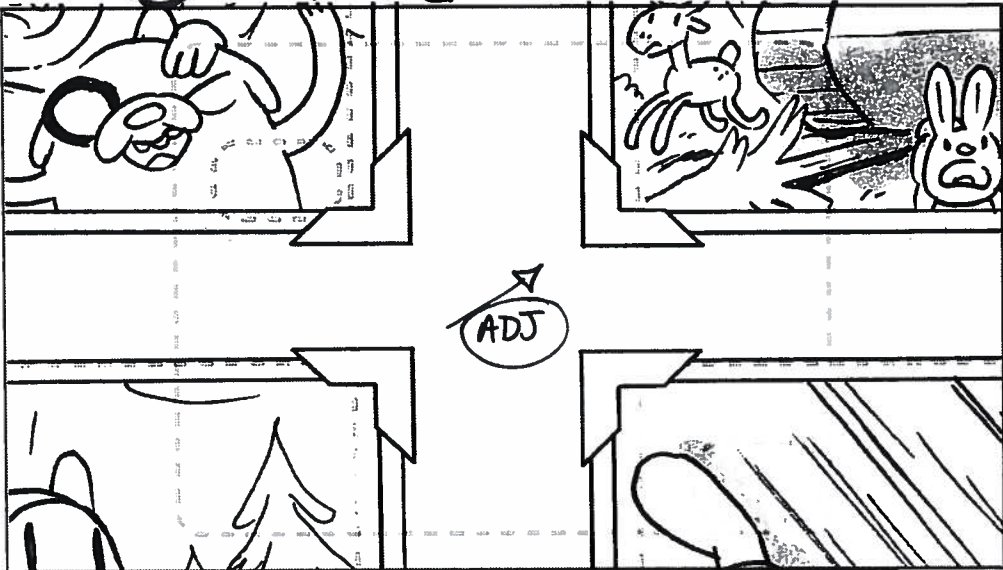
day night



Sc. 15 cont Pnl. D

Bg.

day night



Dialog:

(GF) OS : heh heh :
(BEAT)

Action:

-PAN N.E. TO NEXT PHOTO.

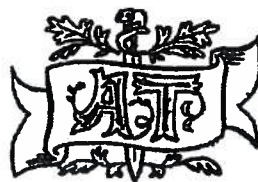
FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

ADVENTURE TIME



Page **125**

Sc.

75 cont Pnl. **E**

Bg.

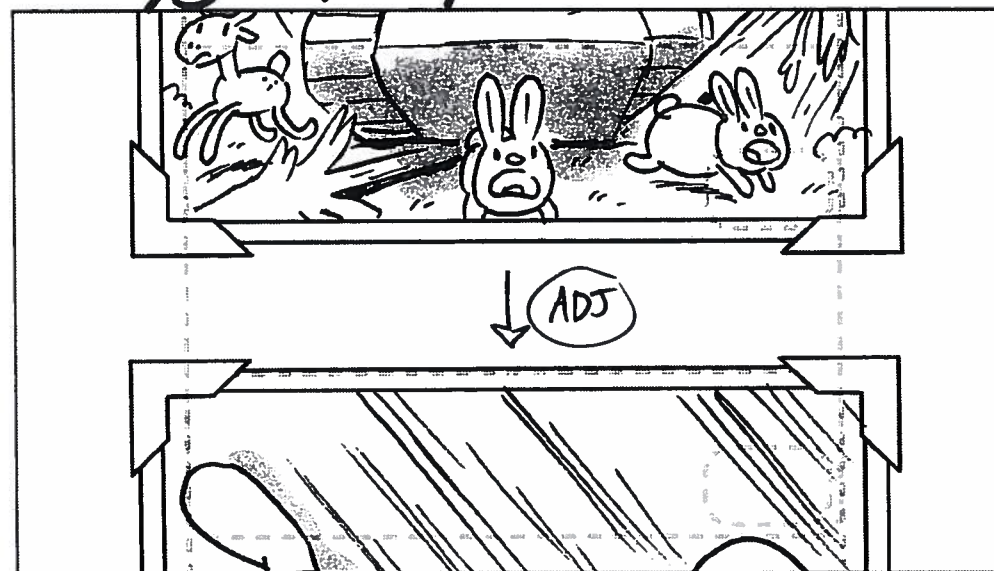
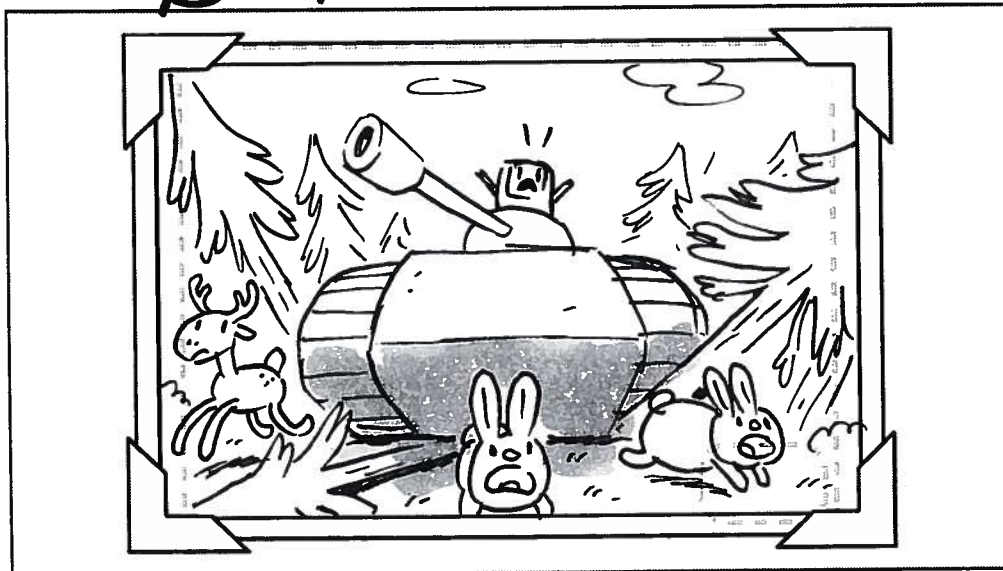
day night

Sc.

75 cont Pnl. **F**

Bg.

day night



Dialog:

(GF OS)
(wistful)

ah...

(BEAT)

Action:

-PAN S. TO NEXT PHOTO.

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Timing:

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Production :

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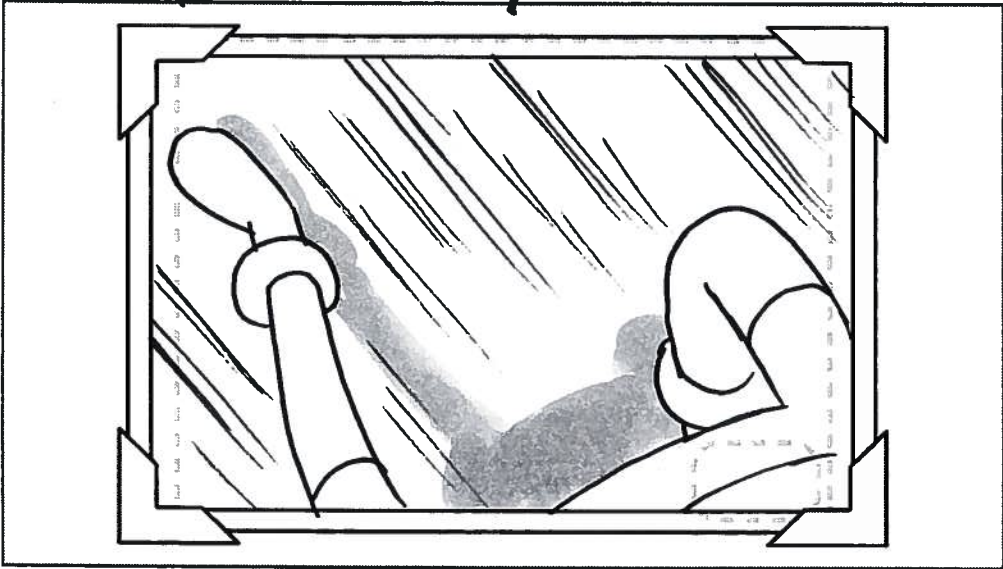
1042 248

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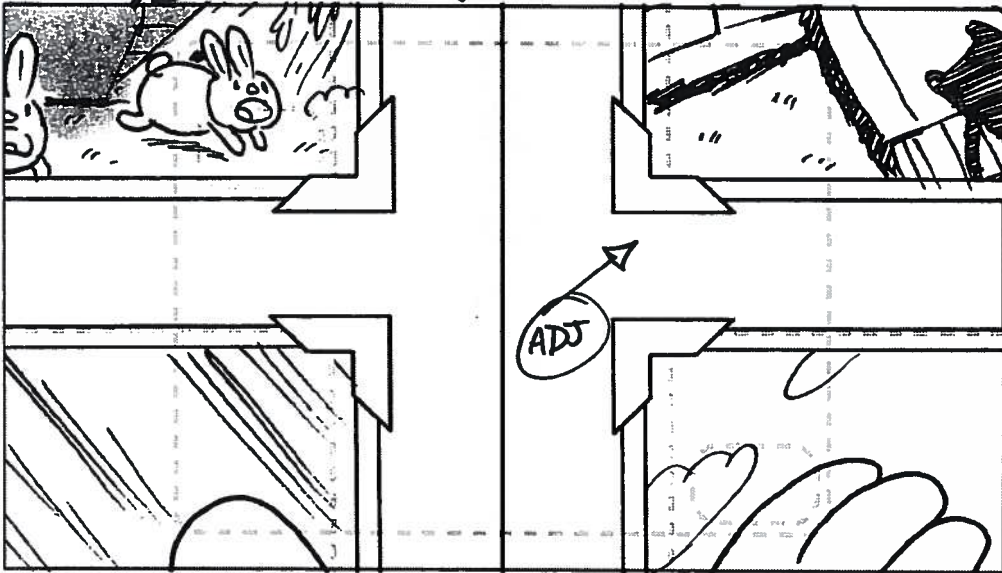
ADVENTURE TIME



Sc. 75 cont Pnl. G Bg. day night



Sc. 75 cont Pnl. H Bg. day night



Dialog:

GF OS mm-hm... (BEAT)

Action:

- PAN N.E. TO NEXT PHOTO.

FEB 25 2016

Timing:

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Production :

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Sc. 15 cont
Pnl.

BG. BACKGROUND REF

(A)

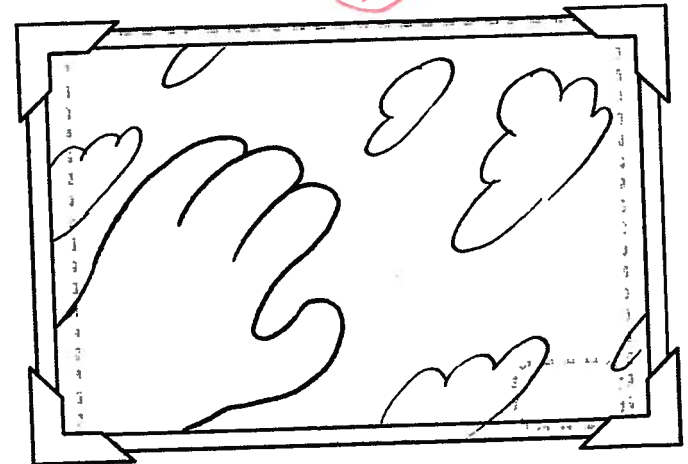
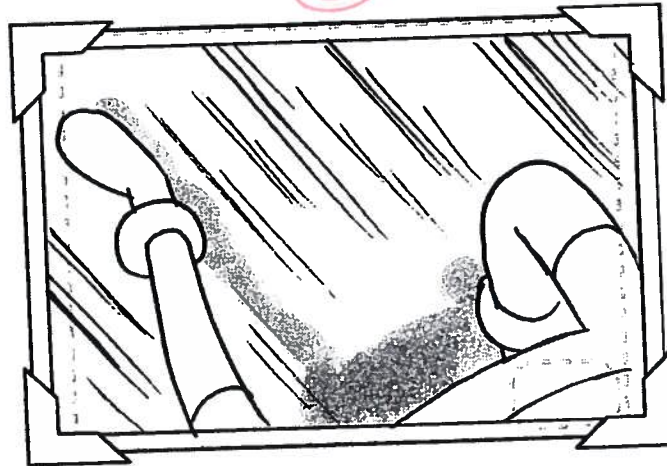
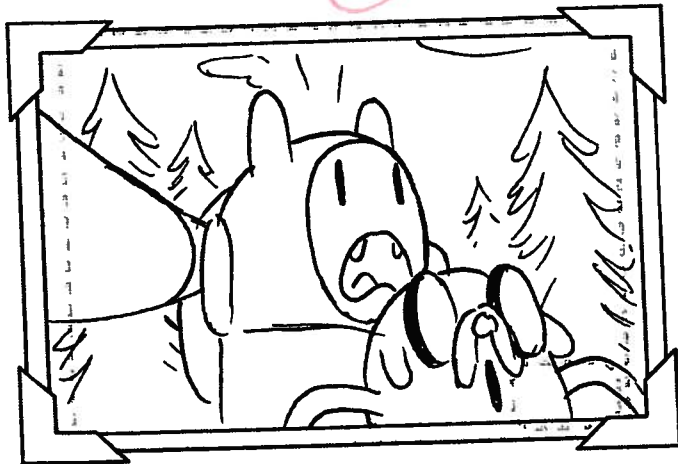
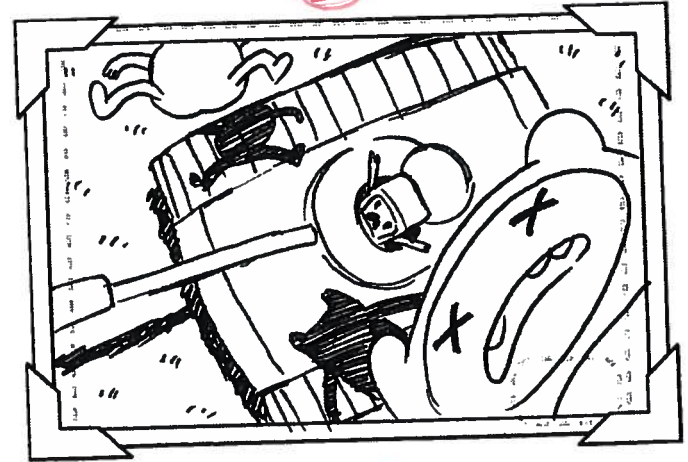
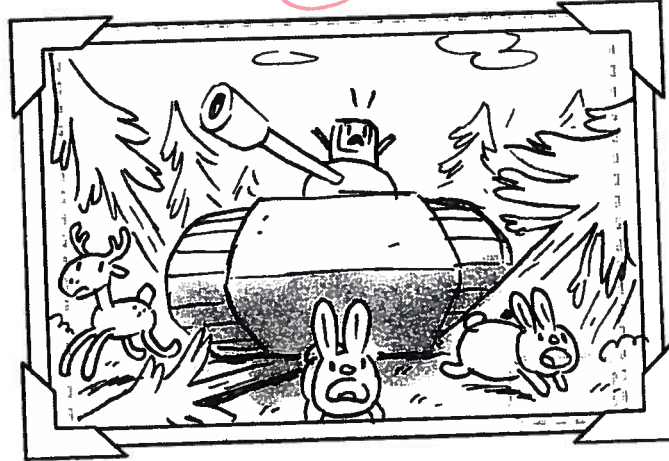
(E)

(I)

(C)

(G)

(K)



FEB 25 2016

1042-248

1042 248

1042 248

1042 248

ADVENTURE TIME



Page **1274**
128 NEXT
day night

Sc.

15 cont Pnl. **F**

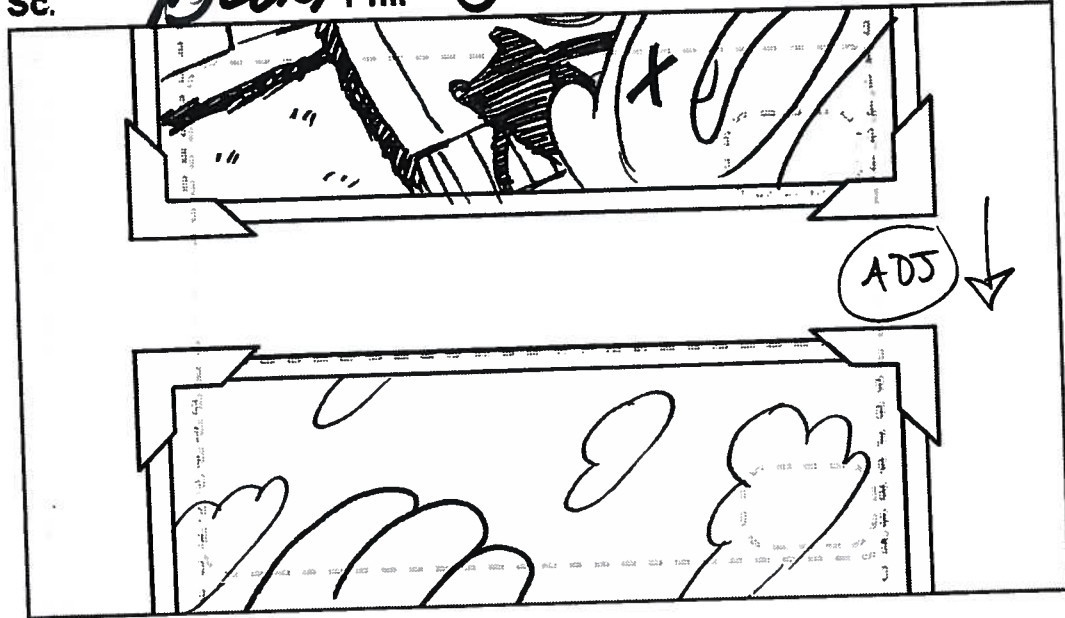
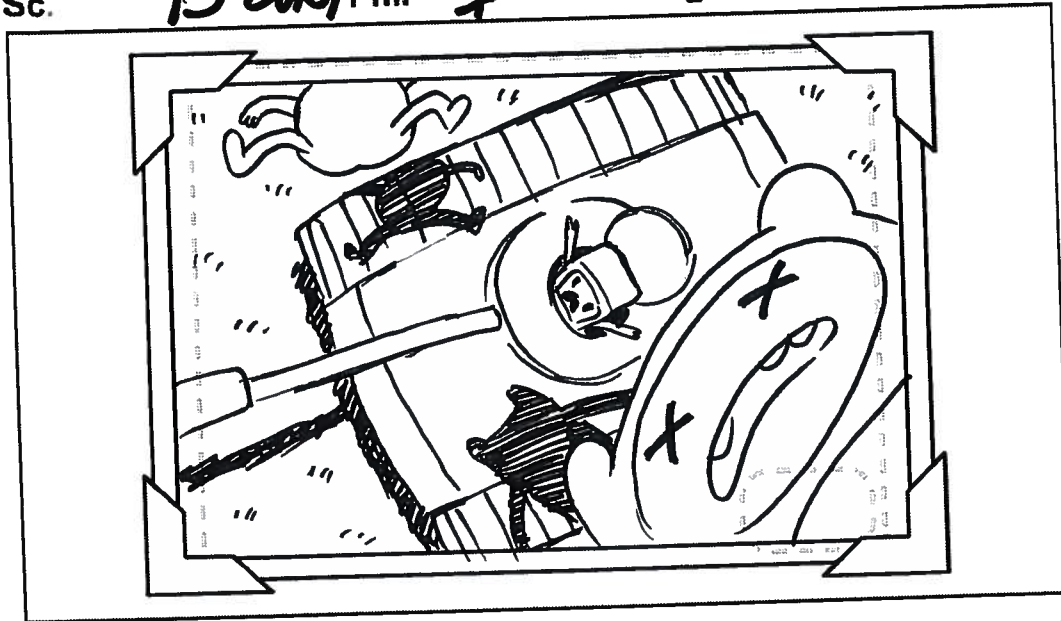
Bg.

day night

Sc.

15 cont Pnl. **J**

Bg.



Dialog:

-BEAT-

GF **OS** : haha : , ->

Action:

-PAN S. TO NEXT PHOTO.

FEB 25 2016

Timing:

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Production :

1042 248

1042 248

1042 248

1042 248

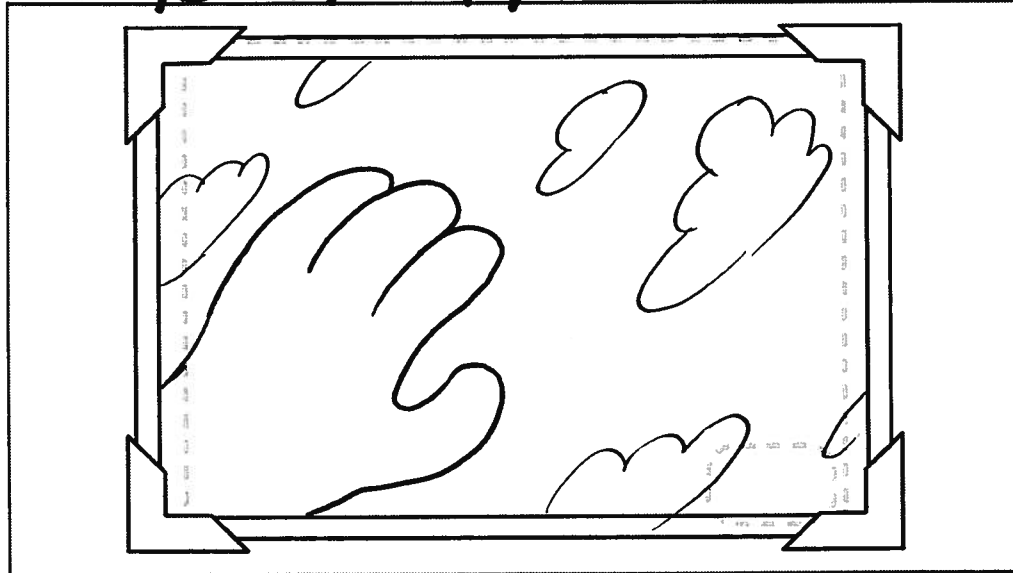
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ADVENTURE TIME

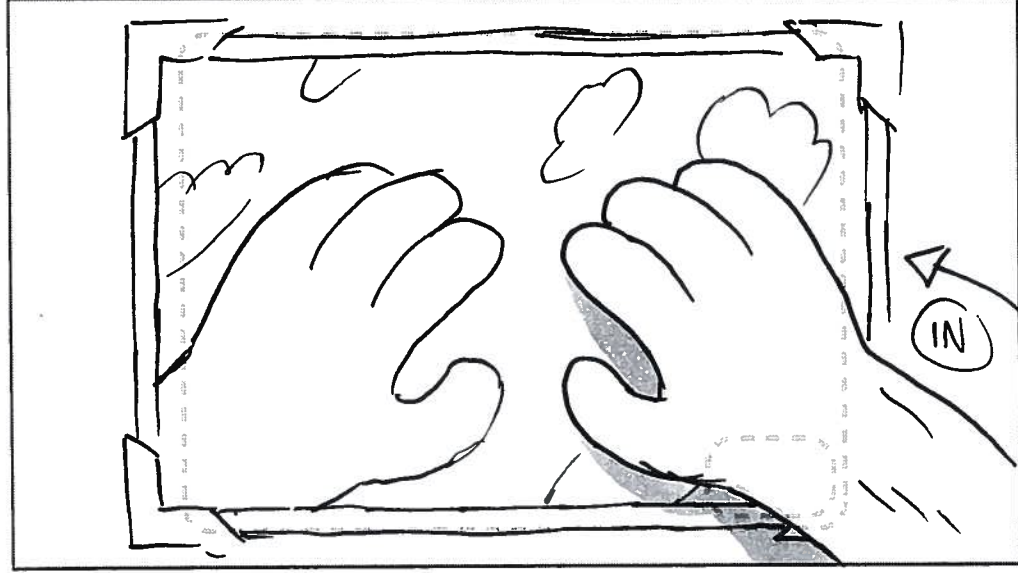


Page **128**

Sc. **75 cont** Pnl. **K** Bg. day night



Sc. **75 cont** Pnl. **L** Bg. day night



Dialog:	(GF) OS: → ...ah... (nostalgic)	- BEAT -
Action:	- G.F. PUTS HAND ON PHOTO (GRASS-HAND MIRRORS PHOTO HAND)	
Timing:	FEB 25 2016	

EPISODE # 1042-248
Production :

1042 248

1042 248

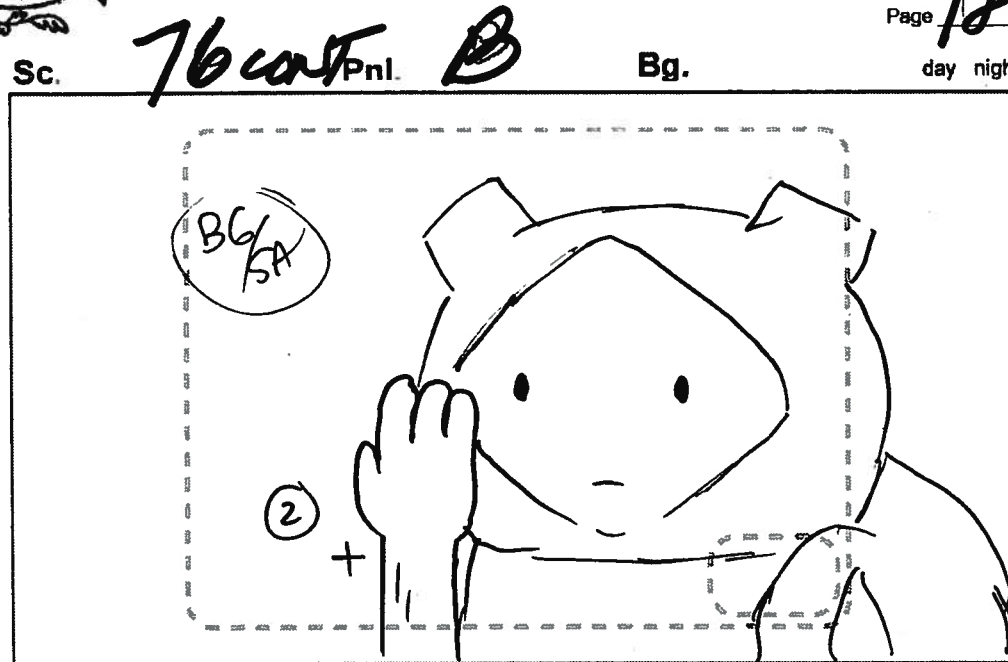
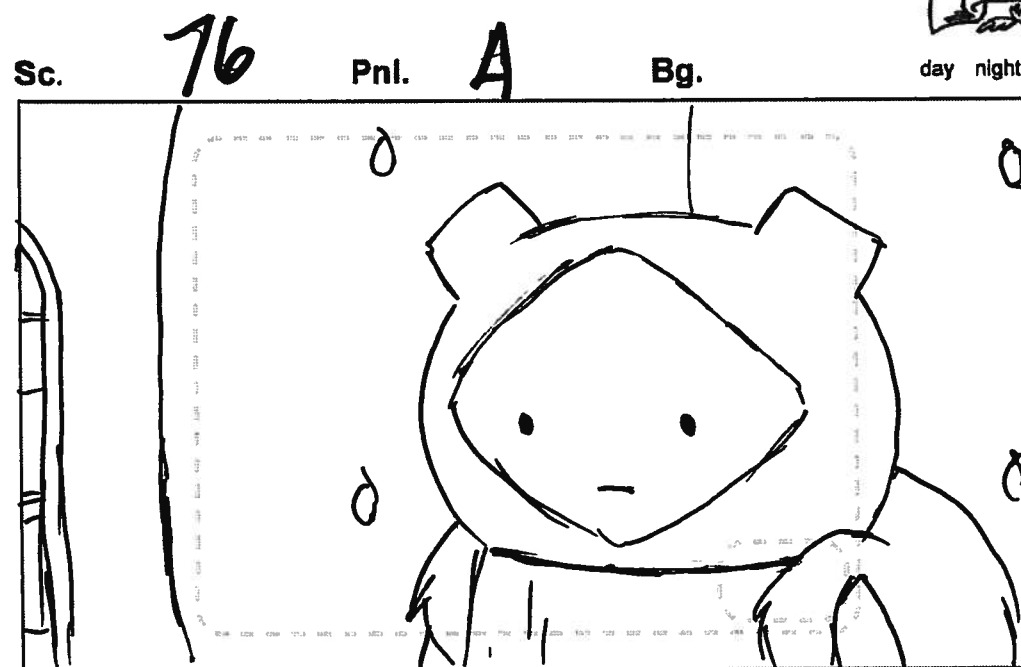
1042 248

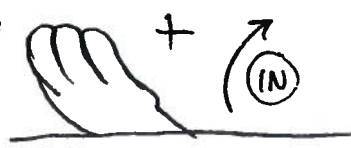
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ADVENTURE TIME



Page 129
day night



Dialog:	- BEAT -
Action:	 - GF HOLDS UP HAND AND EXAMINES IT (NOTICED IT'S GREEN)
Timing:	FEB 25 2016

EPISODE # 1042-248
Production :

1042 248

1042 248

1042 248

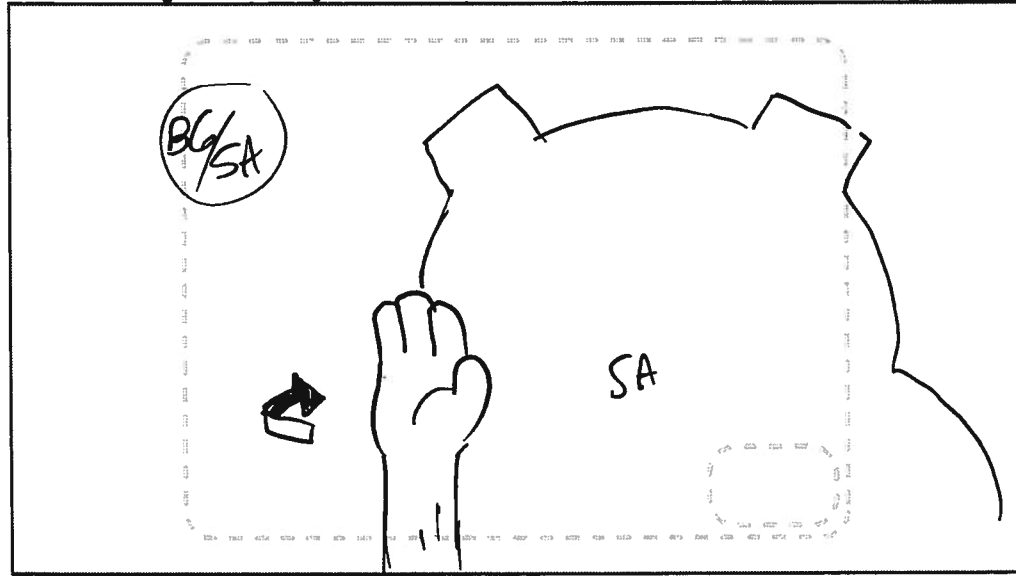
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ADVENTURE TIME

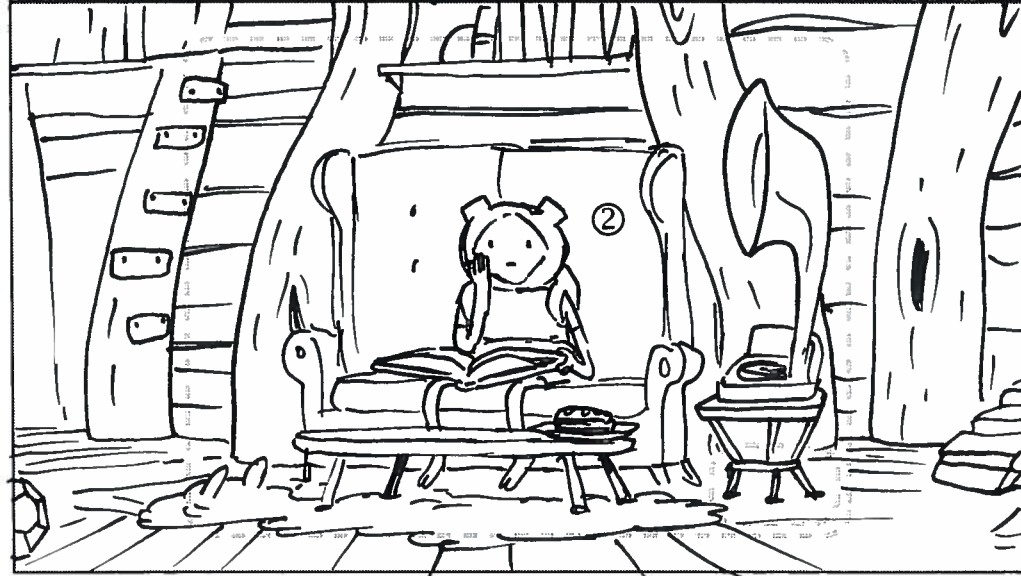


Page **130**

Sc. **76 CONT** Pnl. **C** Bg. day night



Sc. **77** Pnl. **A** Bg. day night



Dialog:	
Action:	<div data-bbox="1612 1006 1908 1282"></div> <div data-bbox="362 1144 766 1209"><p>- G.F. TURNS HAND.</p></div> <div data-bbox="2002 1209 2231 1258"><p>FEB 25 2016</p></div>
Timing:	

EPISODE # 1042-248
Production :

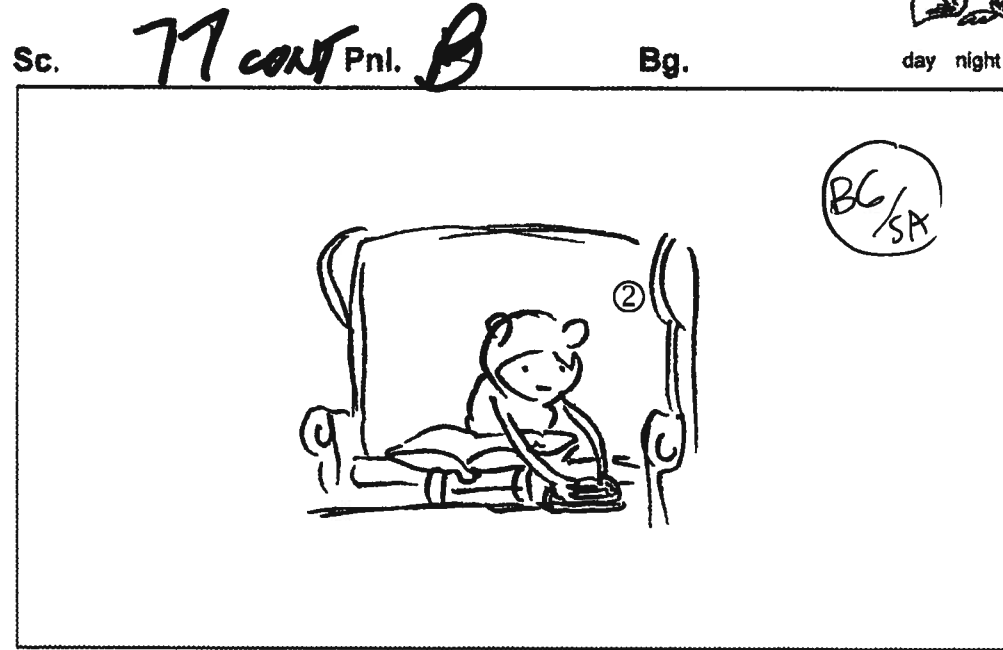
1042 248

1042 248

1042 248

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ADVENTURE TIME



Dialog:	
Action:	- G.F. REACHES FOR SANDWICH - G.F. TAKES PLATE OUT FROM UNDER SANDWICH. FEB 25 2016
Timing:	

EPISODE # 1042-248
Production :

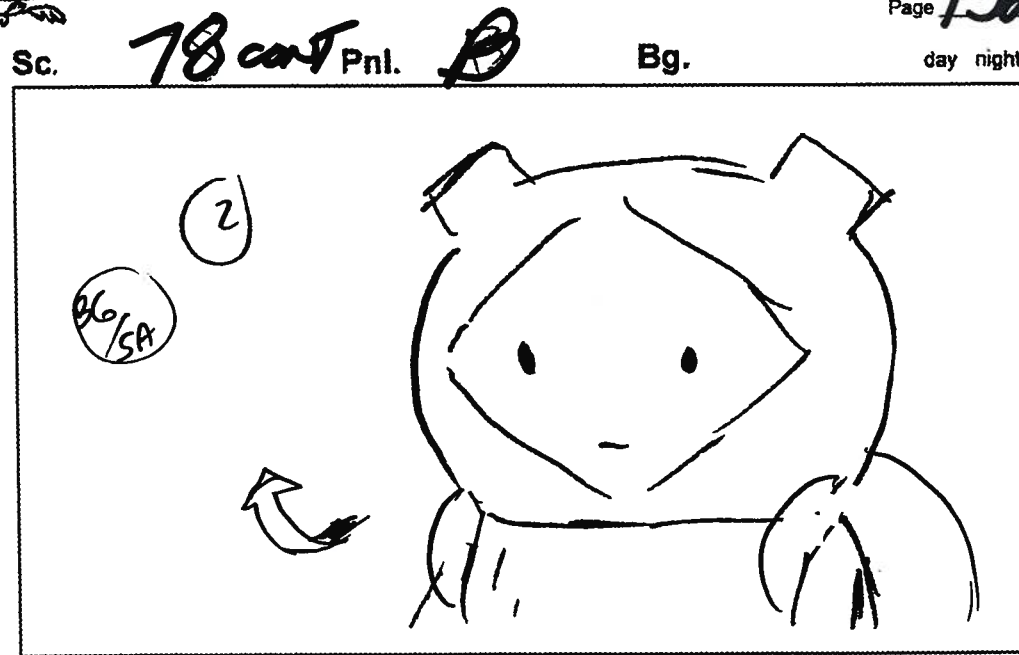
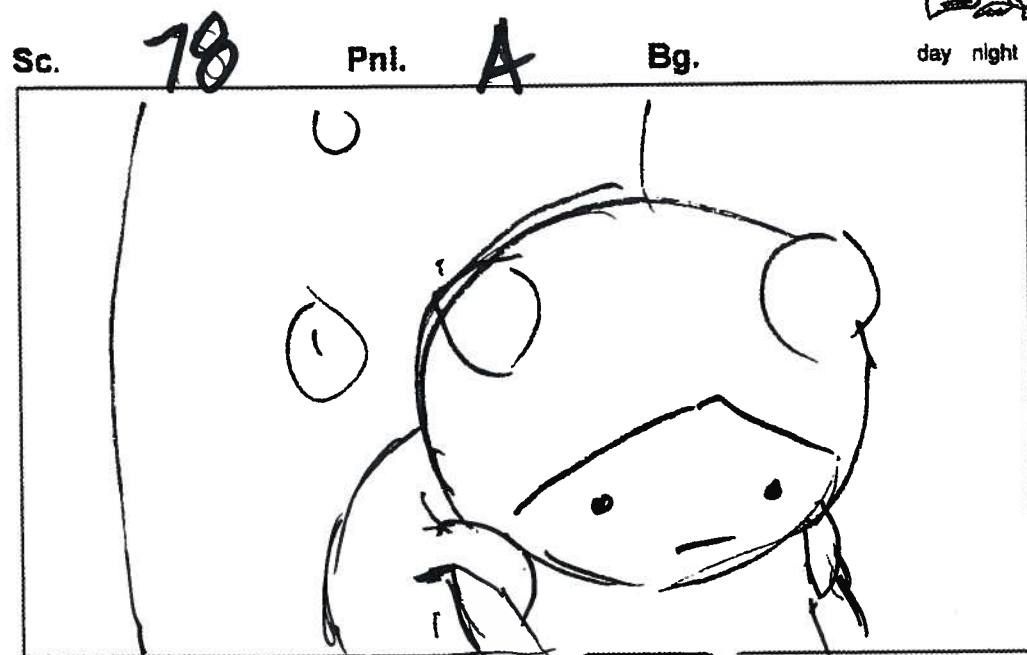
1042 248

1042 248

ADVENTURE TIME



Page **132**



Dialog:

Action:

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

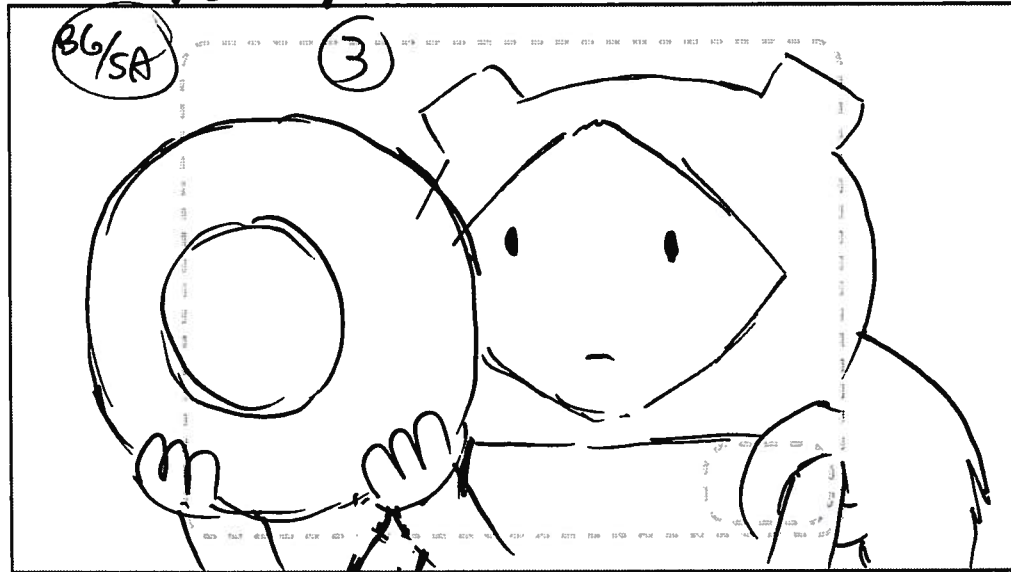
1042 248

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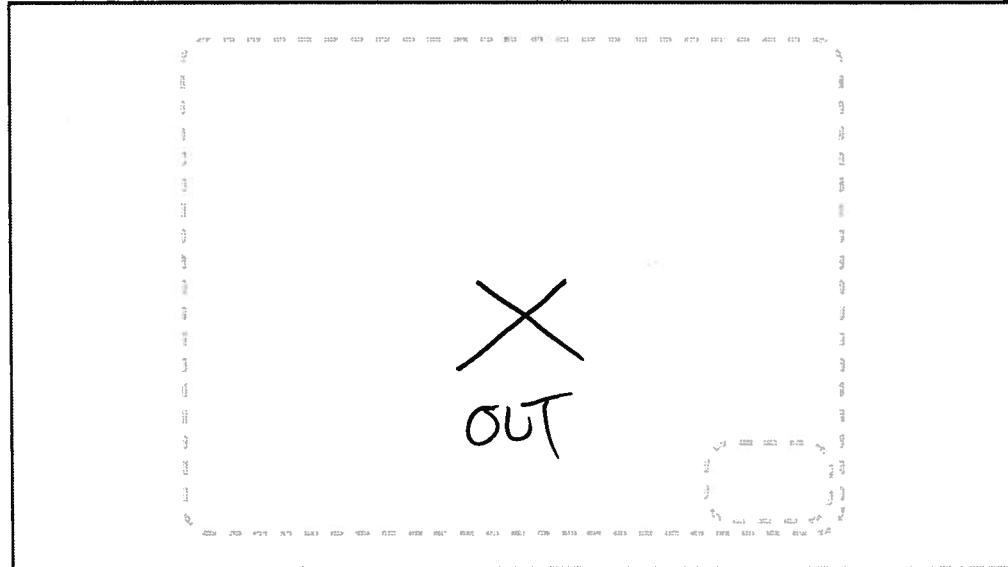
ADVENTURE TIME



Sc. 78 conf Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

-G.F. HOLDS UP PLATE.

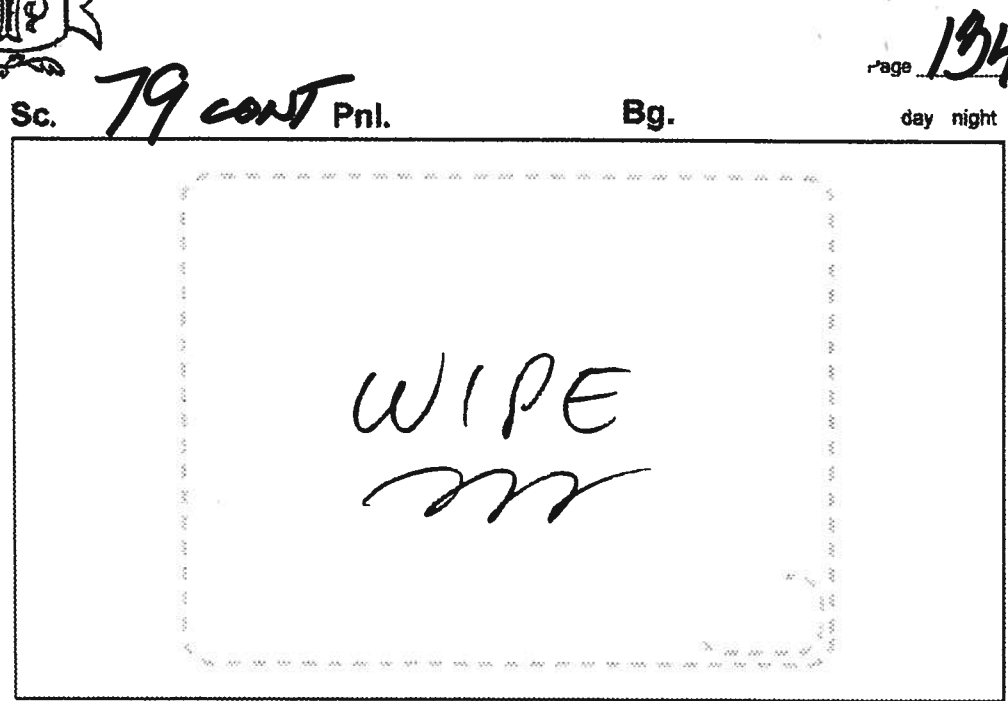
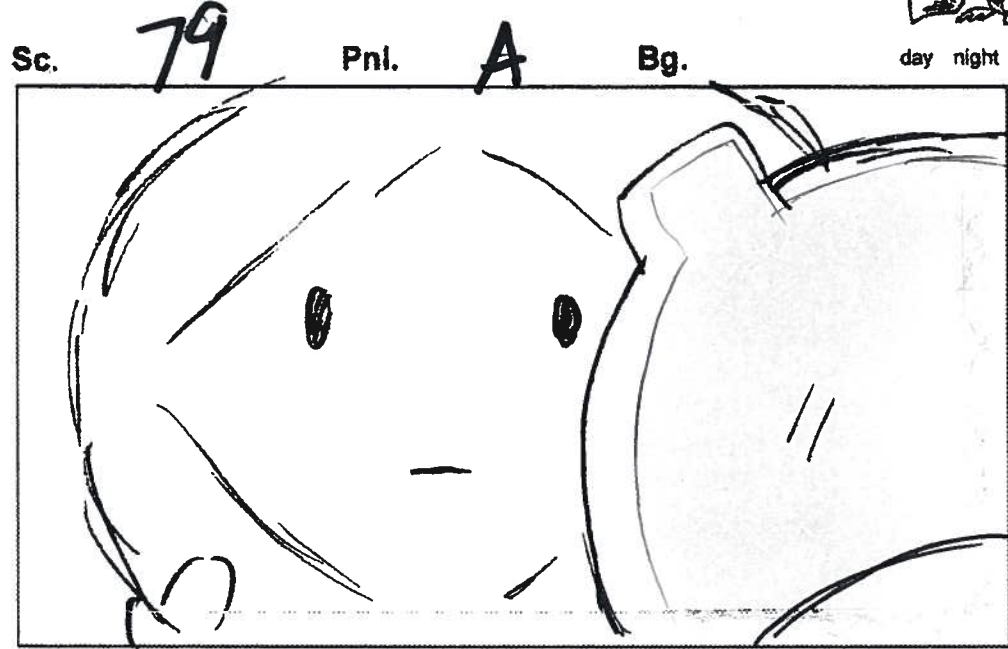
Timing:

FEB 25 2016

EPISODE # 1042-248
Production :

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ADVENTURE TIME



Dialog:	<p>- BEAT -</p> <p>FINN BLINKS A COUPLE TIMES AT REFLECTION.</p>	
Action:		
Timing:		

FEB 25 2016

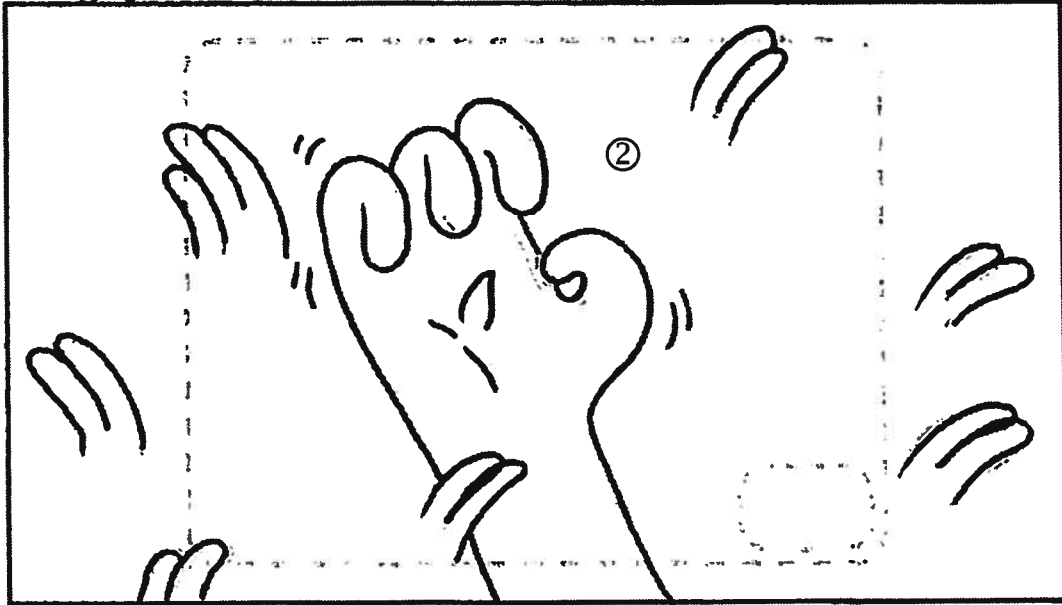
1042-248 EPISODE # Production :

ADVENTURE TIME

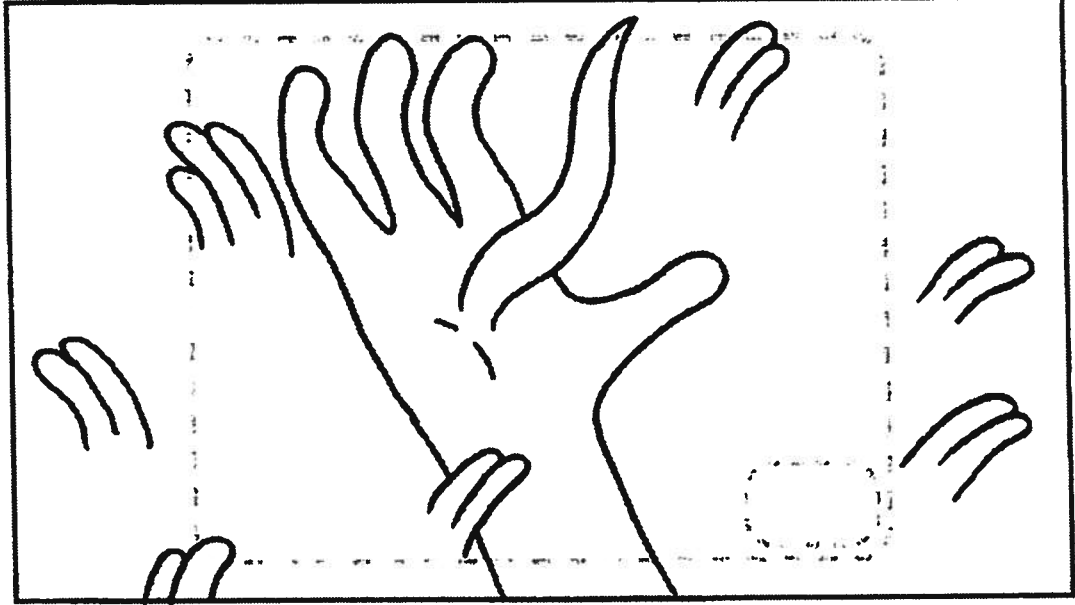


Page **135**

Sc. 80 Pnl. A Bg. day night



Sc. 80 *CONT* Pnl. B Bg. day night



Dialog:

Action:

Timing:



Bandit Princess: Hey! Give me that!

SFX: SHWIP!!

-THORN STARTS GROWING. FEB 25 2016

-REUSE FROM "I AM A SWORD"

EPISODE # 1042-248

Production :

1042 248

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1042 248

1042 248

ADVENTURE TIME



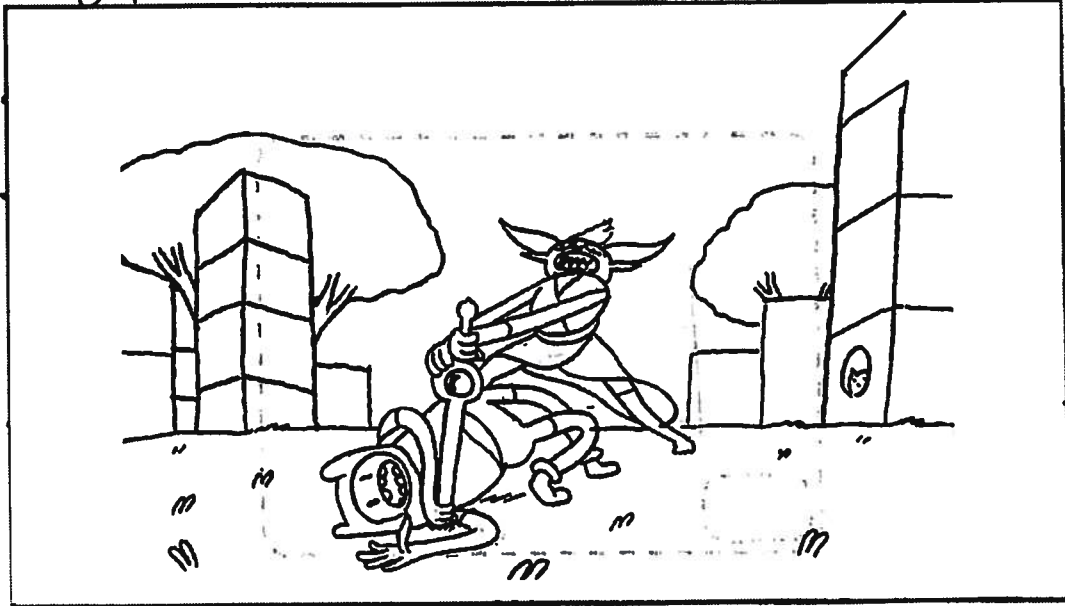
Page **136**

Sc. **81**

Pnl. **A**

Bg.

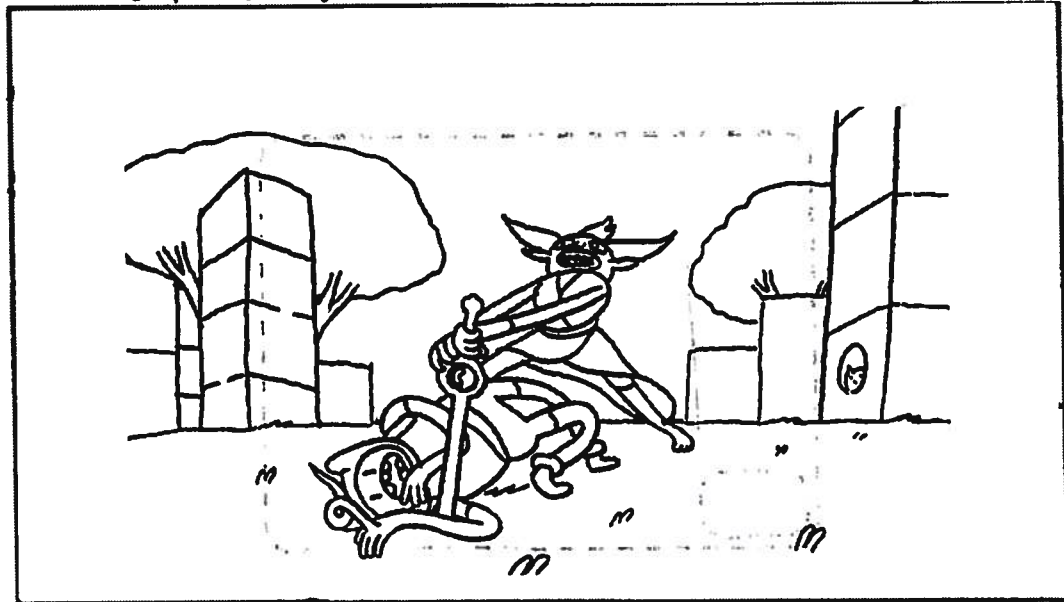
day night



Sc. **81 cont** Pnl. **B**

Bg.

day night

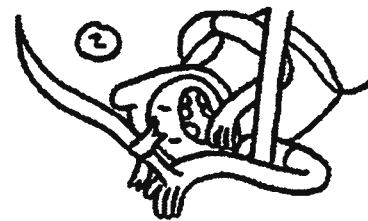


Dialog:

Action:

-BANDIT PRINCESS HAS FINN
AT HER MERCY.

Timing:



- THORN GROWS
INTO GRASS SWORD.

FEB 25 2016

EPISODE # 1042-248

Production :

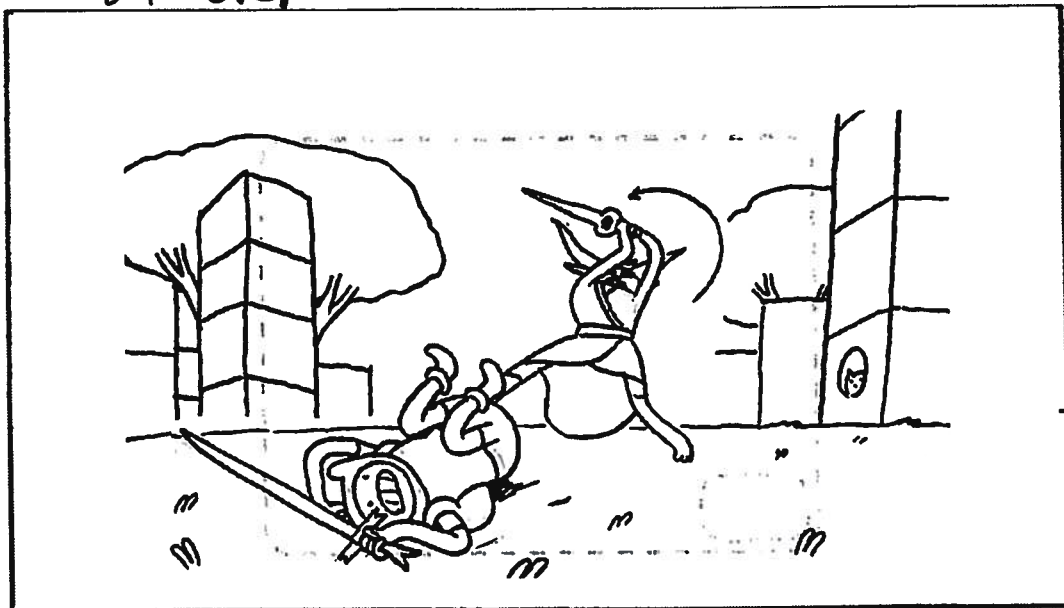
ADVENTURE TIME



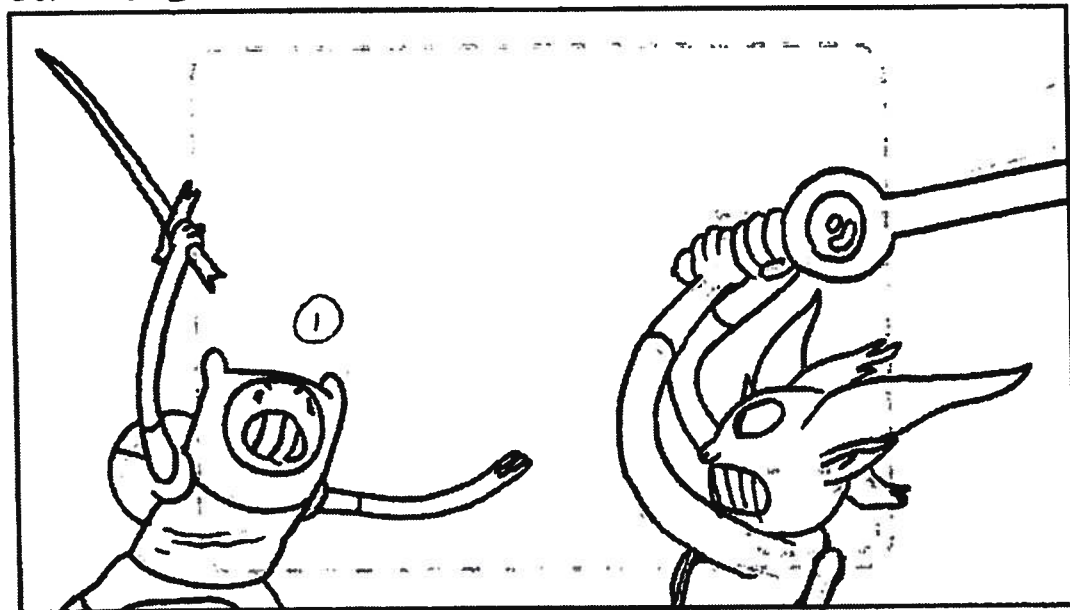
(REUSE
CONTINUES)

Page **137**

Sc. **81 cont** Pnl. **C** Bg. day night

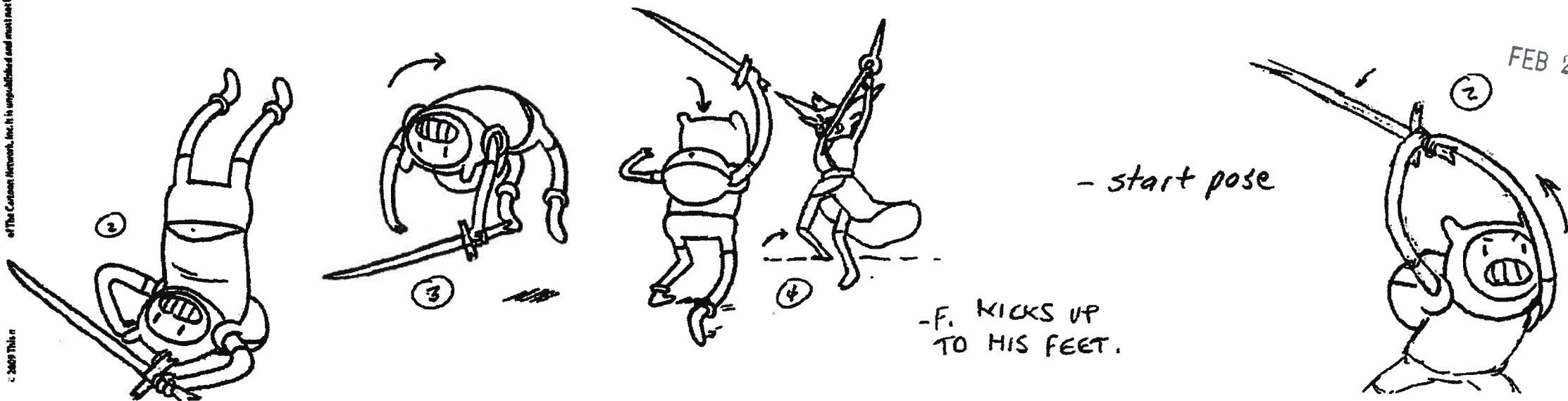


Sc. **82** Pnl. **A** Bg. day night



EPISODE # 1042-248

1042 248



- start pose

- F. KICKS UP
TO HIS FEET.

FEB 25 2016

Production :

1042 248

1042 248

1042 248

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ADVENTURE TIME



REVISED
03/10/16

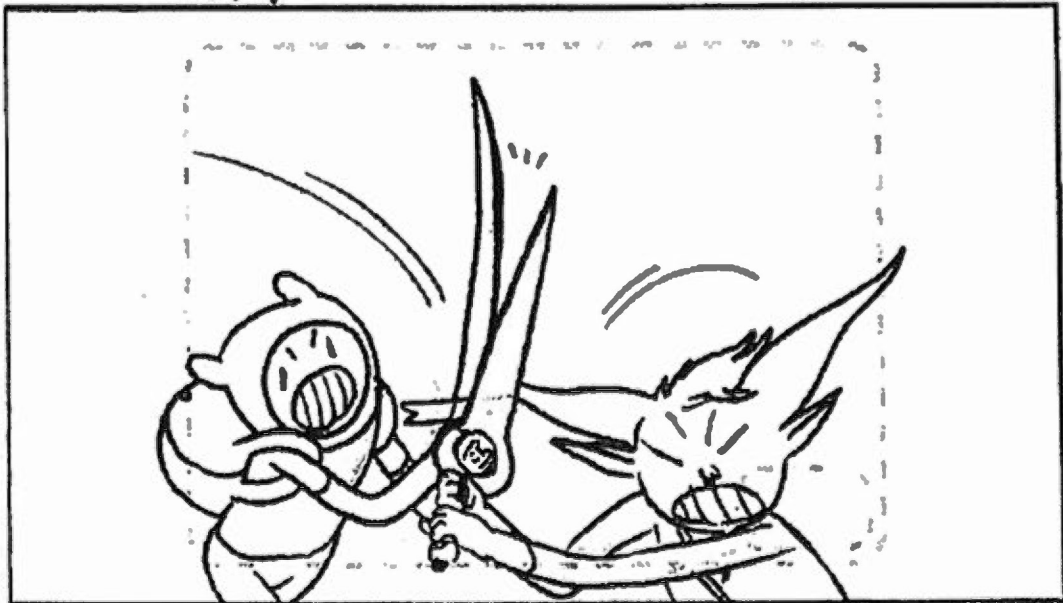
NEW

Page 138

Sc. 82 *CONT* Pnl. B

Bg.

day night

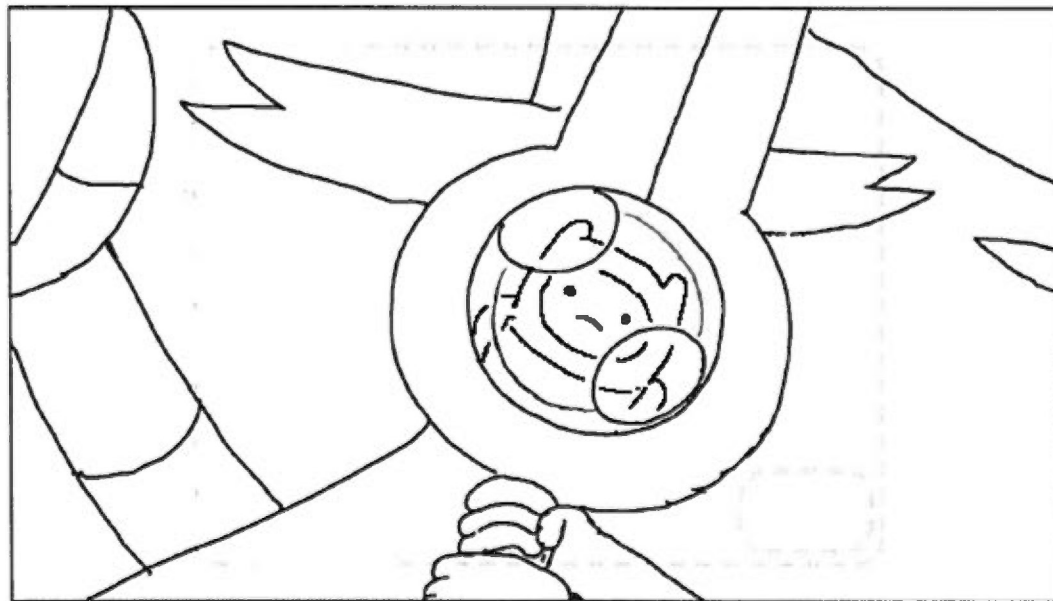


Sc. 83

Pnl. A

Bg.

day night



Dialog:

SFX: ≡ KLANG ≡

FEB 25 2016

Action:

- F + BANDIT PRINCESS CLASH SWORDS.

- C.U. of FINN SWORD'S HILT.

Timing:

EPISODE # 1042-248

Production :

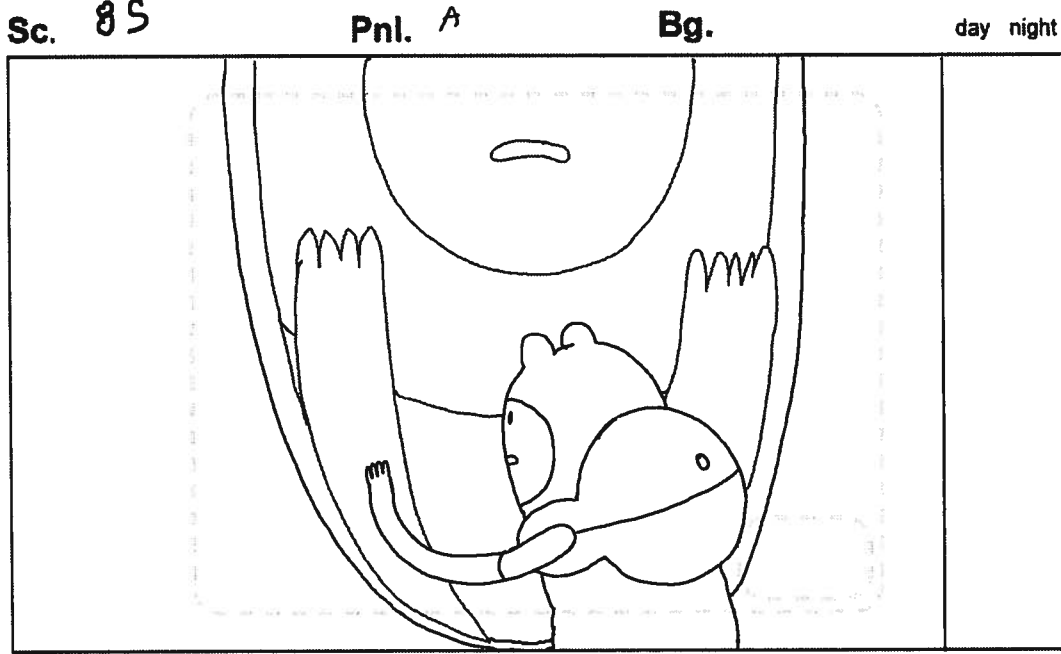
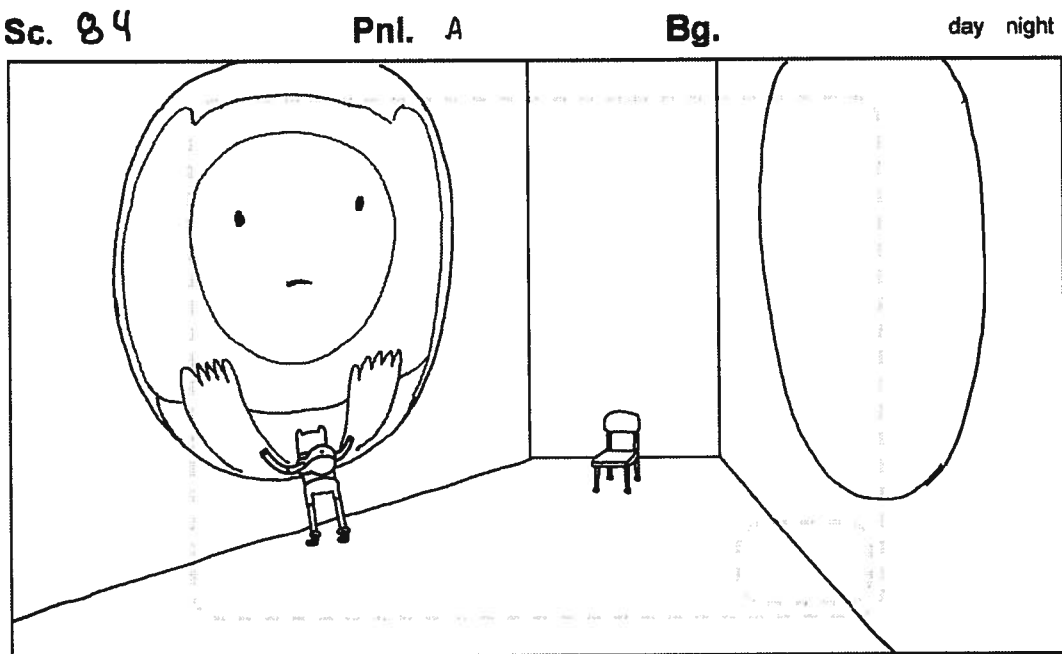
1042 248

1042 248

1042 248

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ADVENTURE TIME



Dialog:	BANDIT PRINCESS : (UNDERWATER SOUNDING) BP/WHAT THE CREASE!?
Action:	- SWORD FINN LOOKS OUT OF HILT "WINDOWS", REFLECTION OF HIS FACE, SYNC.
Timing:	

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1111 2 2 2 2 2

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ADVENTURE TIME



Sc. 8^S *CONT* Pnl. B Bg. day night

Sc. 8^S *CONT* Pnl. C Bg. day night

Dialog:	(SF) YOU CONNA GET IT NOW , <u>DUPE</u> ! THAT'S TH' GRASS SWORD! <RE-USE>	(B.G.) (UNDERWATER SOUNDING) (BP) RA H G H . !
Action:	FEB 25 2016	
Timing:		

1042-248

EPISODE #

1042 248

Production :

1042 248

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ADVENTURE TIME



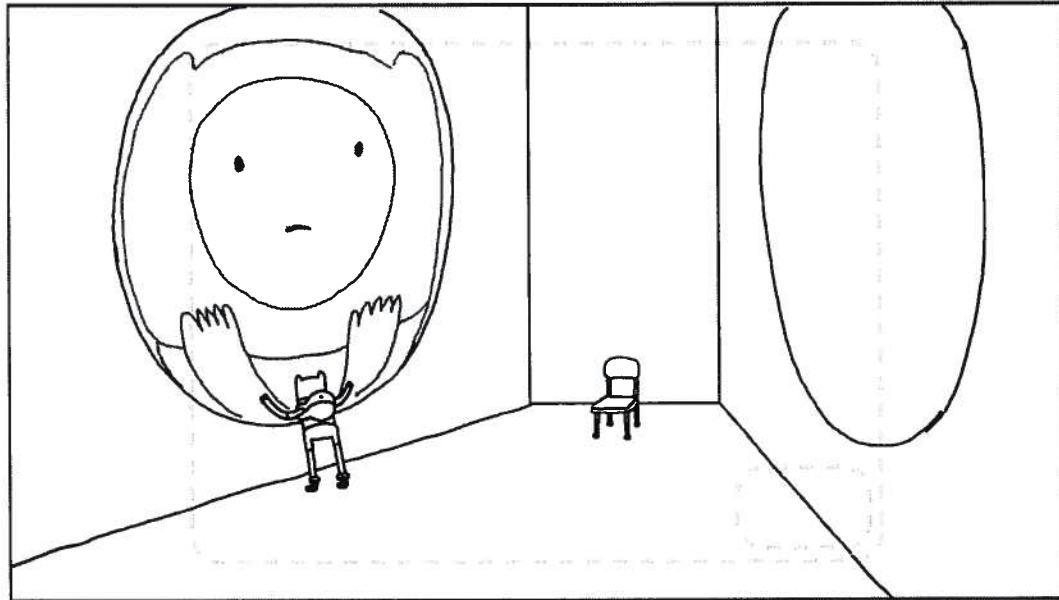
Page 141

Sc. 86

Pnl. A

Bg.

day night



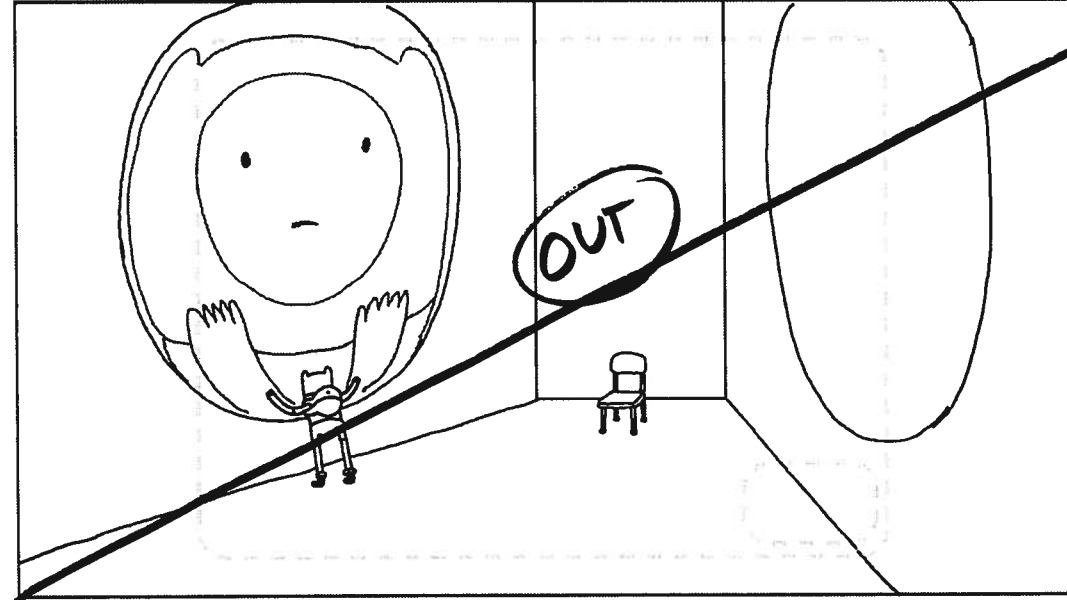
Sc. 86

cont

Pnl. B

Bg.

day night



Dialog:

(B.G.) (UNDERWATER SOUNDING) (F) Y A A A A A . !

Action:

== BEAT ==

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME



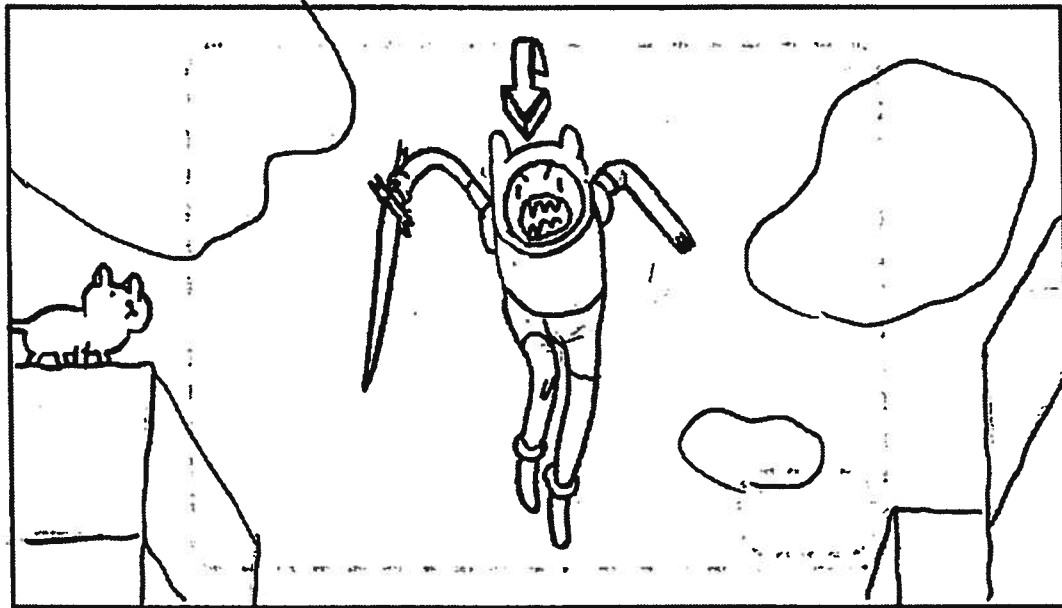
Page 142

Sc. 87

Pnl. A

Bg.

day night

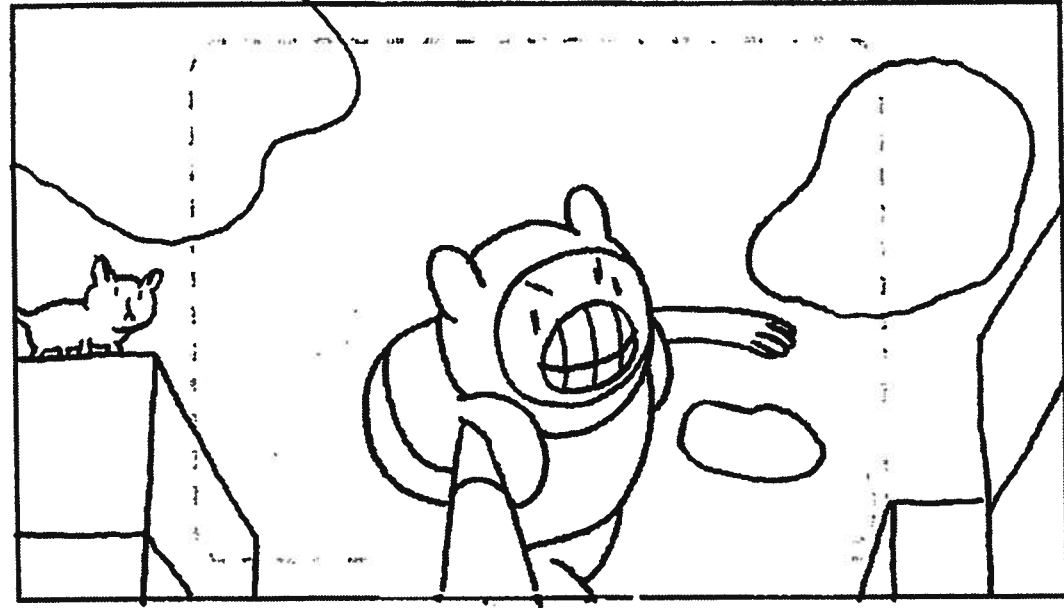


Sc. 87 *cont*

Pnl. B

Bg.

day night



Dialog:

Finn / Ugh...

Yaaaaaa!

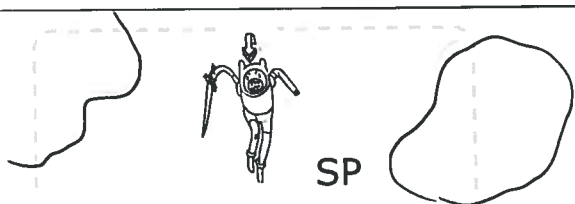
FEB 25 2016

Action:

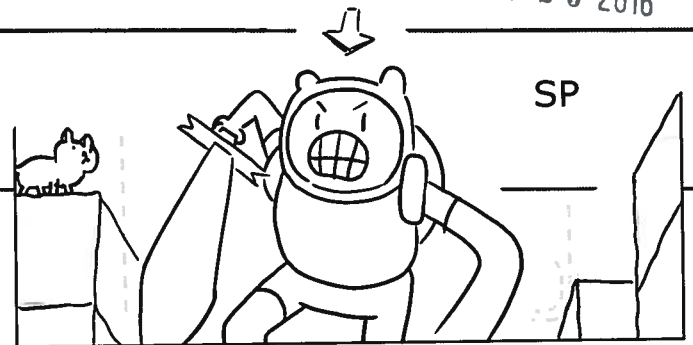
- BP. PoV.

SP

Timing:



FROM "I AM A SWORD"



EPISODE # 1042-248

Production :

1042 248

1042 248

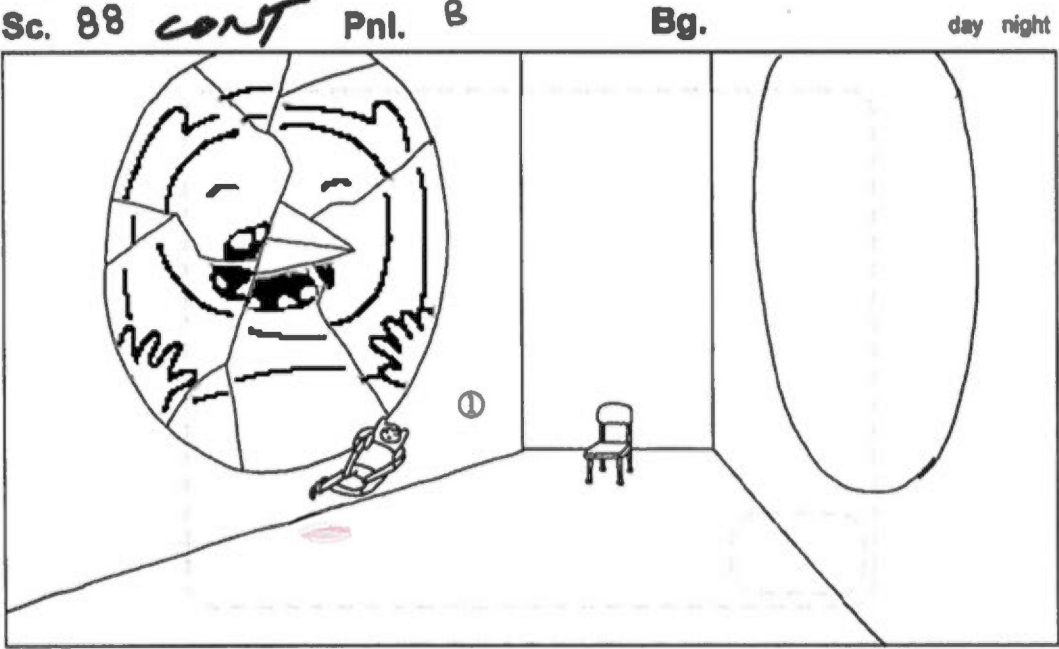
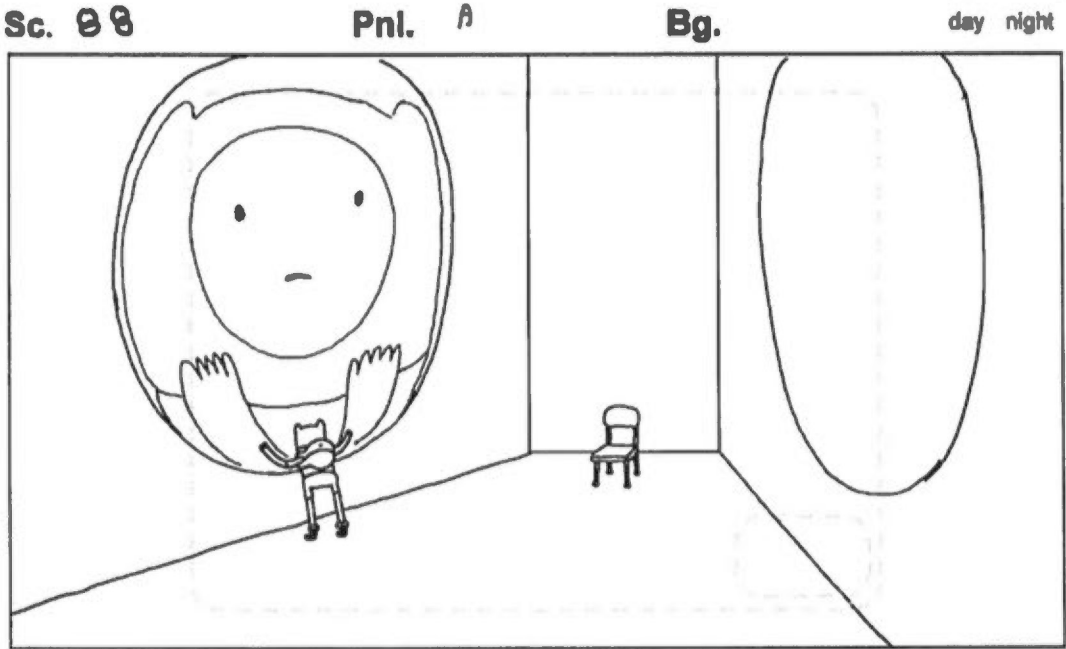
1042 248

ADVENTURE TIME



REVISED
03/10/16

Page 143



Dialog:	(SFX) CRACK!
Action:	- GRASS SWORD PIERCES "WINDOW", GLASS CRACKS - F., DODGES FEB 25 2016
Timing:	②



EPISODE # 1042-248

Production :

1042 248

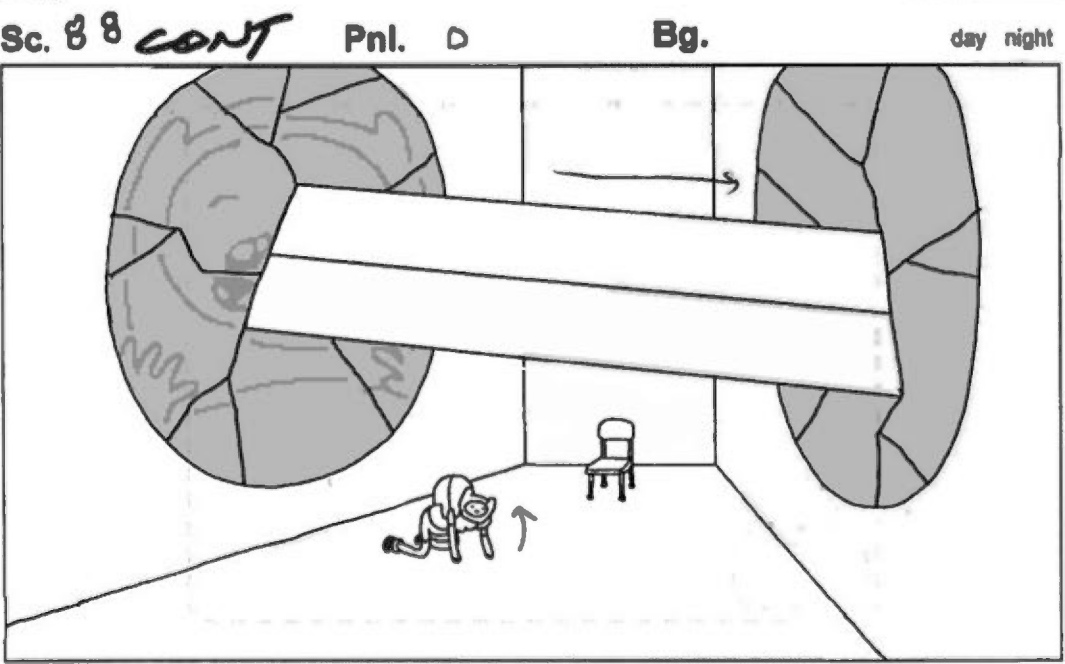
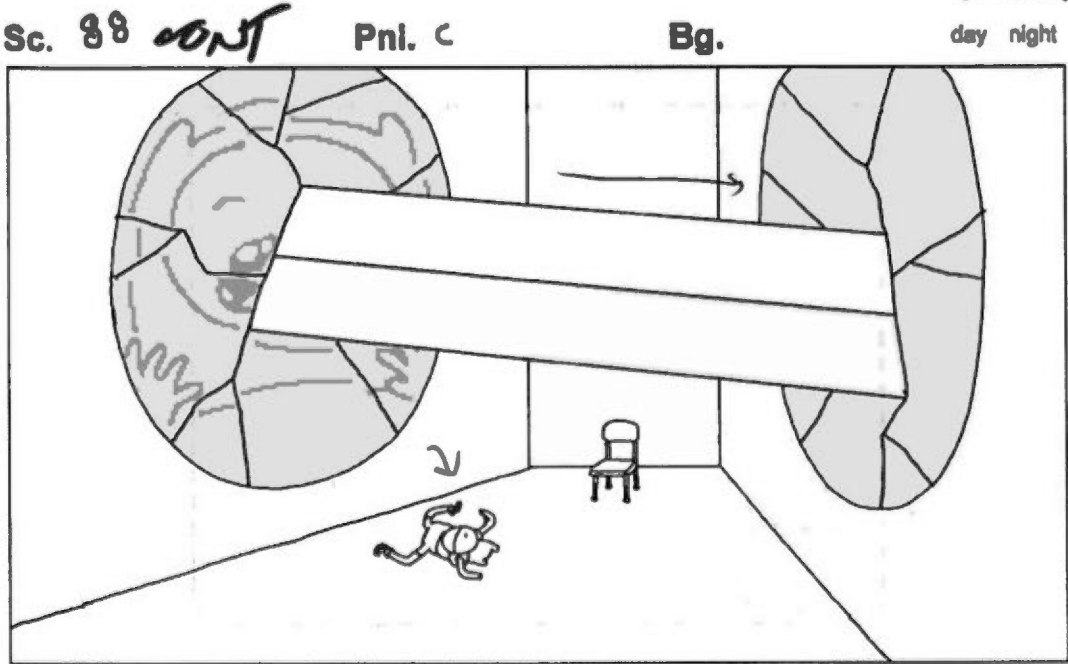
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ADVENTURE TIME



REVISED
03/10/16

Page 144



Dialog:	
Ⓢ WHAT THE HEY?	
Action:	- SWORD CONTINUES THROUGH CHAMBER AND PIERCES OTHER WINDOW. - F. LANDS ON FACE.
Timing:	FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

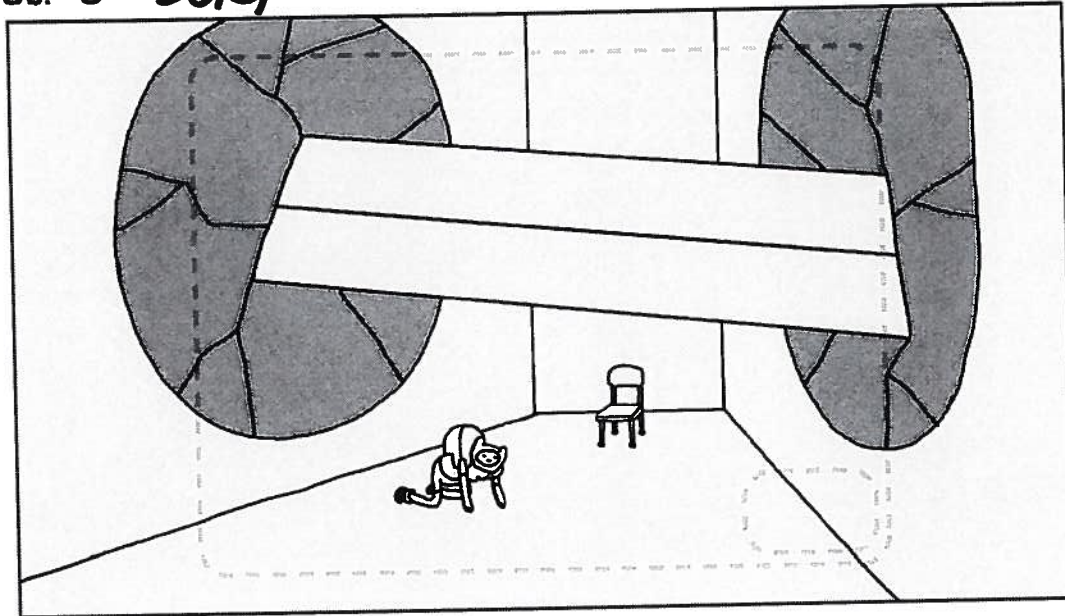
1042 248

ADVENTURE TIME

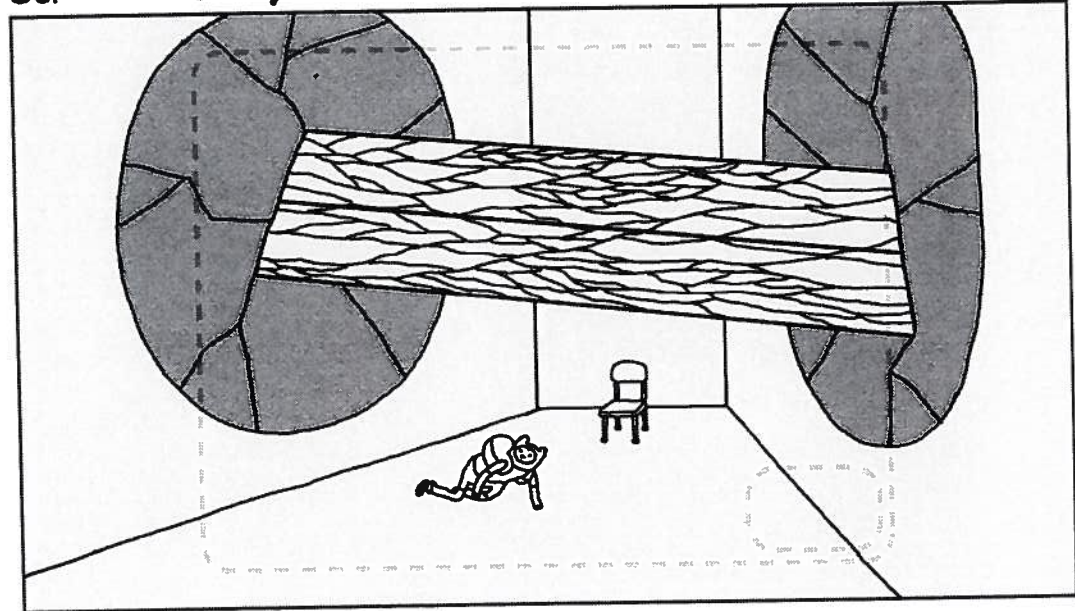


Page 145

Sc. 88 *cont* Pnl. E Bg. day night



Sc. 88 *cont* Pnl. F Bg. day night



Dialog:

(F) AAH, NO!

Action:

-SWORD FRACTURES INTO GRASS SHARDS

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

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1042 248

1042 248

ADVENTURE TIME

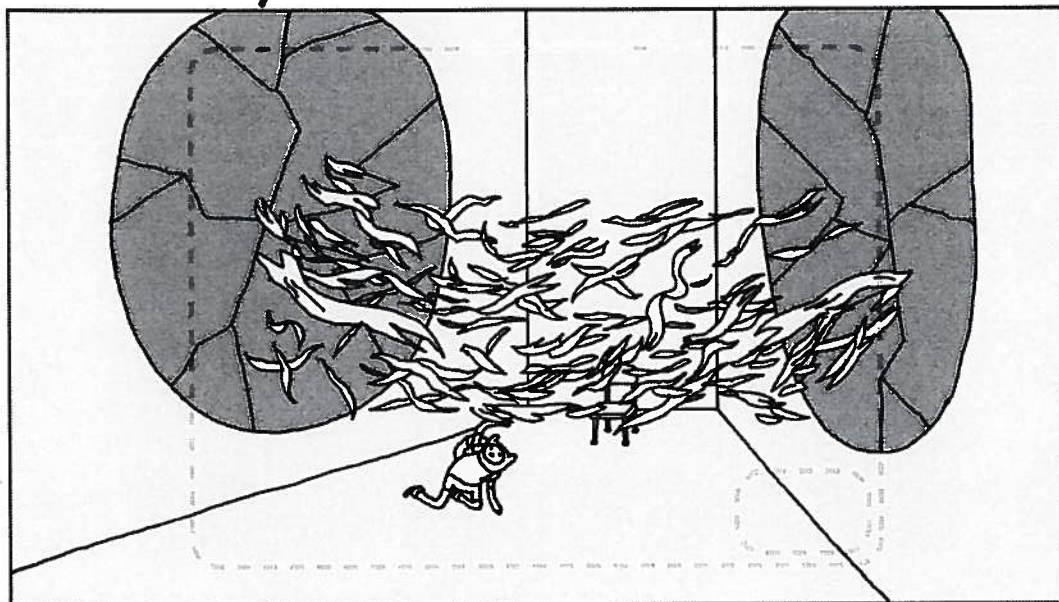


Page 146

Sc. 88 *CONT* Pnl. G

Bg.

day night

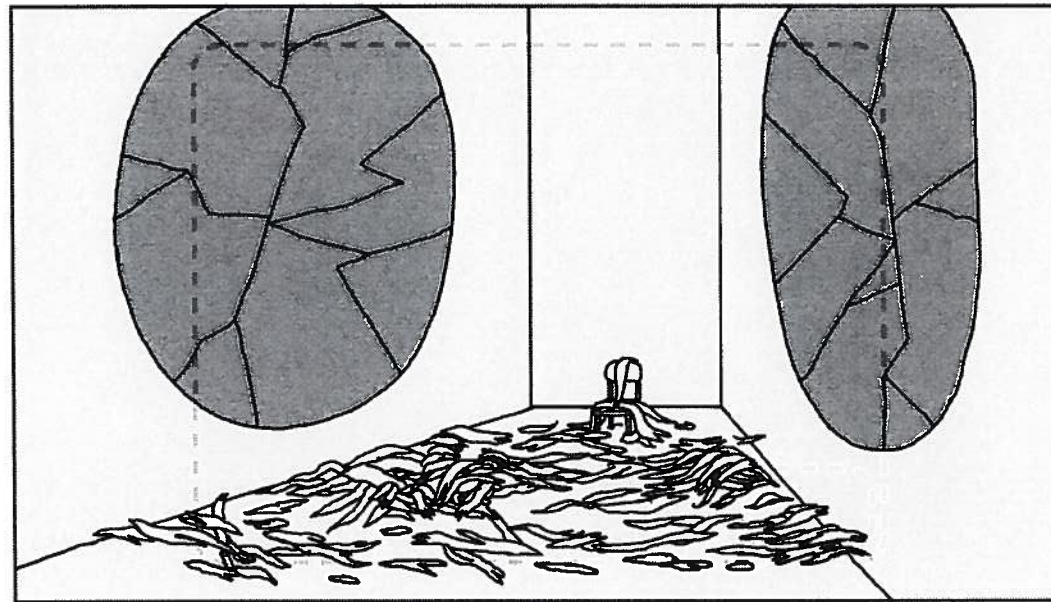


Sc. 88 *CONT*

Pnl. H

Bg.

day night



Dialog:

© NO NO NO NO NO!

Action:

- GRASS SHARDS DROP TO FLOOR OF CHAMBER

=F. IS COVERED BY GRASS.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

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ADVENTURE TIME



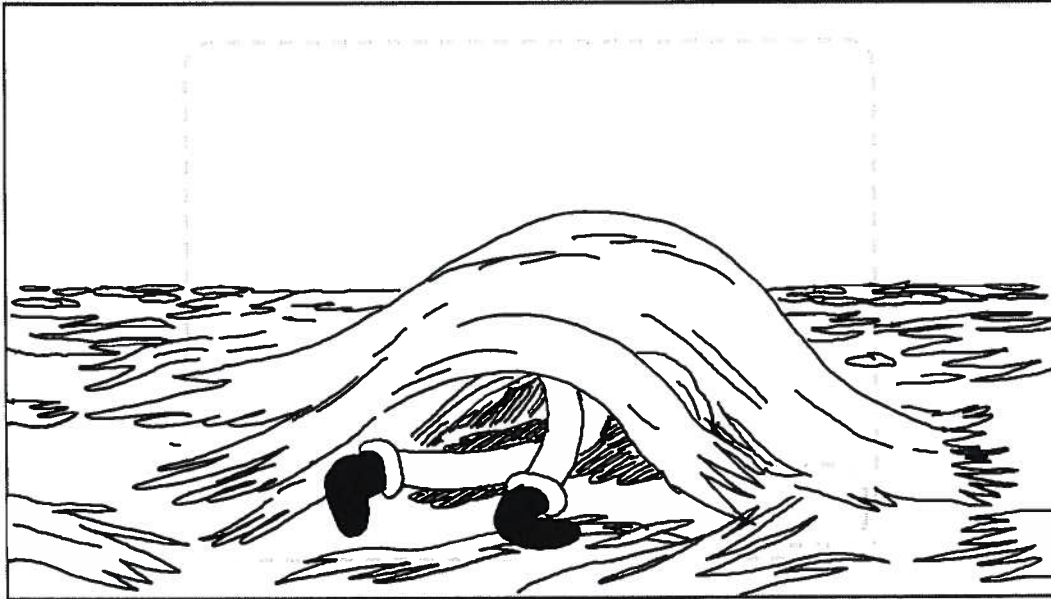
Page 147

Sc. 89

Pnl. A

Bg.

day night

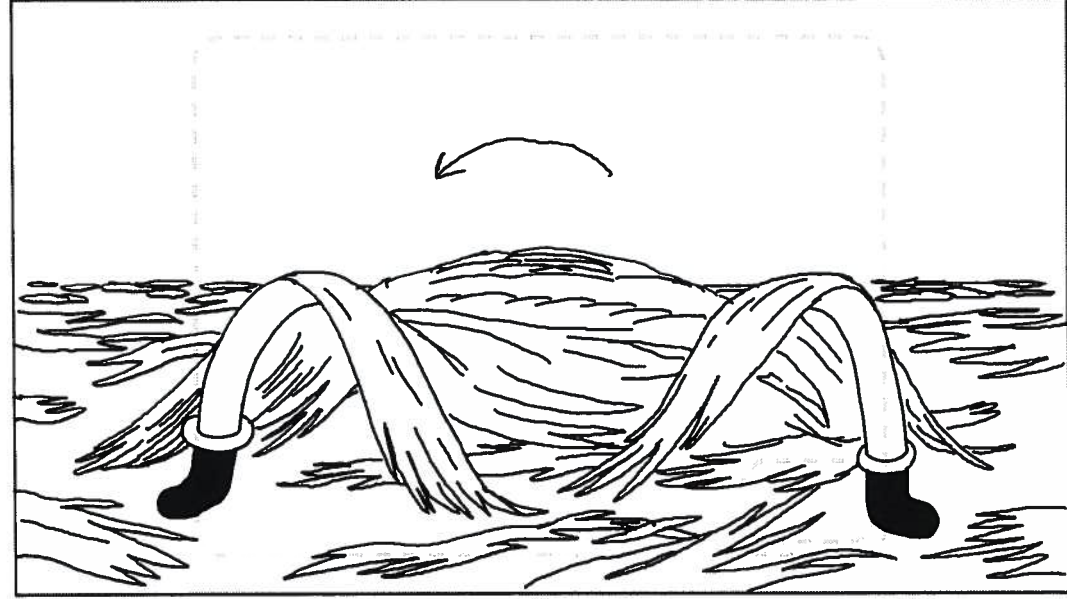


Sc. 89 *cont*

Pnl. B

Bg.

day night



Dialog:

(SFX) G R O O

Action:

- F. FLIPS OVER (STILL COVERED W/ GRASS)

FEB 25 2016

Timing:

EPISODE # 1042-248

1042 248

Production :

1042 248

ADVENTURE TIME

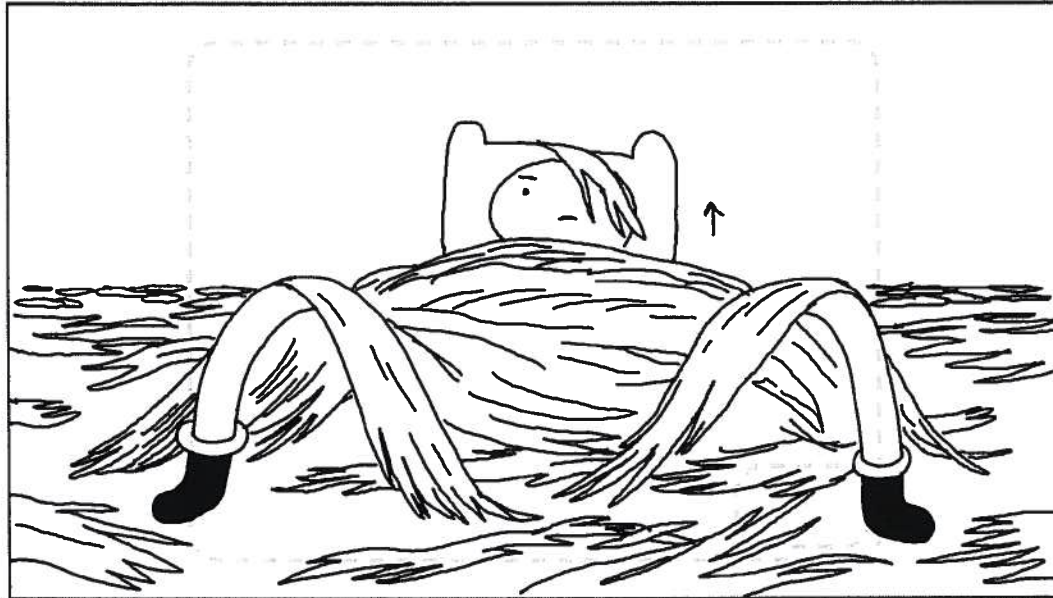


Page 148

Sc. 89 *cont* Pnl. c

Bg.

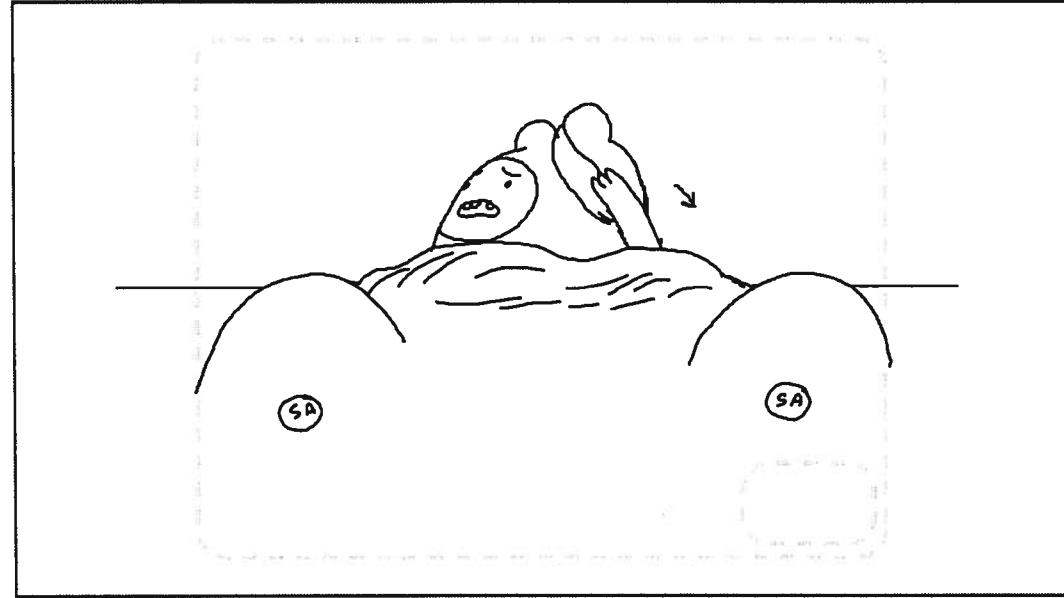
day night



Sc. 89 *cont* Pnl. D

Bg.

day night



Dialog:

(SFX) (CONT) O O O O O O A N

E I HATE THIS ,

Action:

- E LIFTS HEADS.

LIKE A SHIP
IN TROUBLE.

- F. PULLS GRASS SCRAP OFF
OF HEAD.

FEB 25 2016

Timing:

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EPISODE #

1042 248

Production :

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ADVENTURE TIME



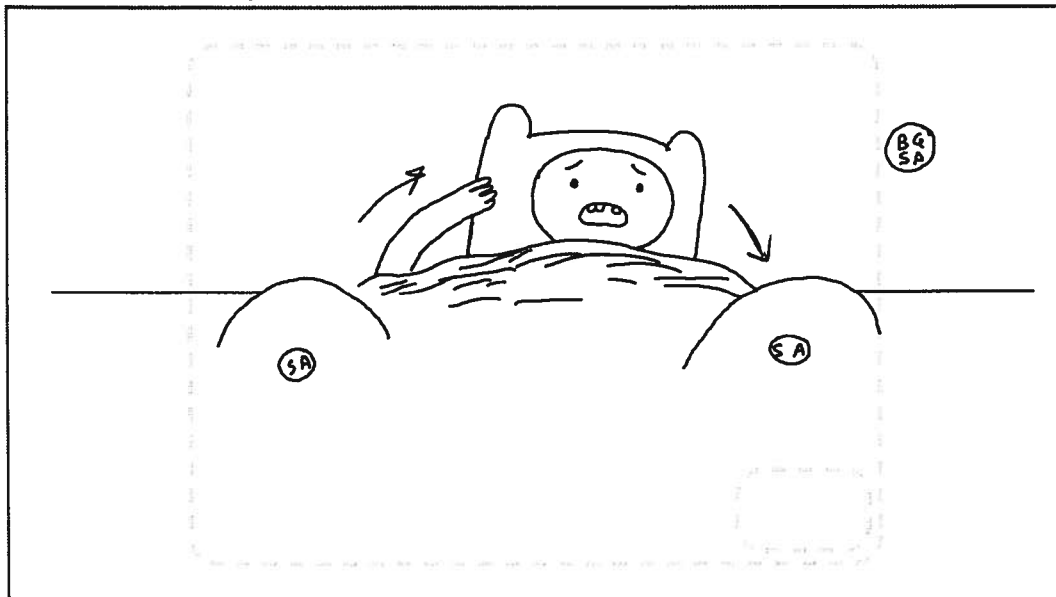
Page 149

Sc. B9 cont

Pnl. E

Bg.

day night

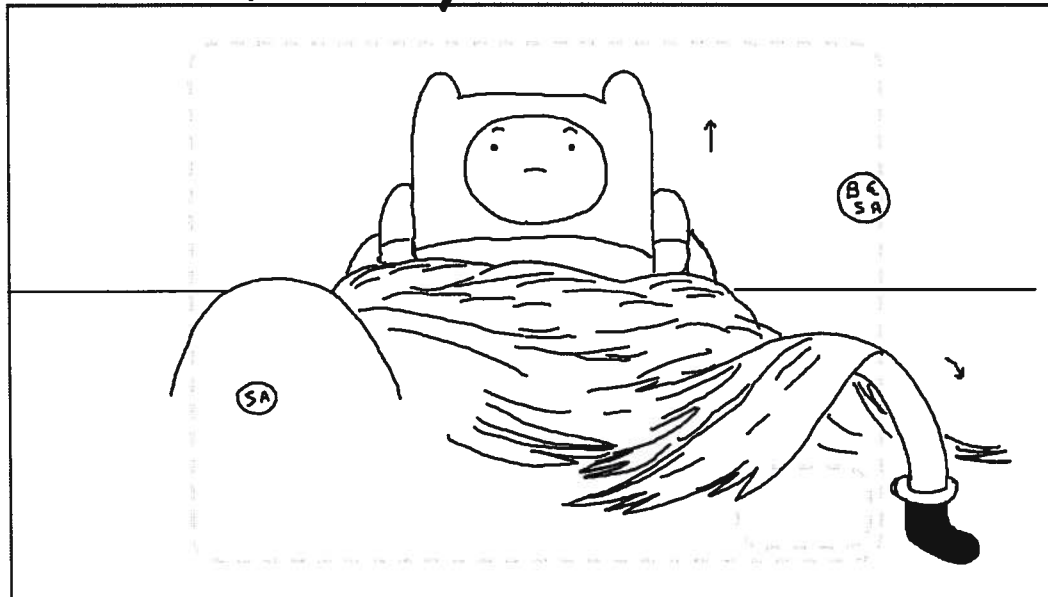


Sc. B9 cont

Pnl. F

Bg.

day night



Dialog:

(F) I LIKED IT BEFORE.

Action:

-F. LOOKS RIGHT.

-FINN STRAIGHTENS UP.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

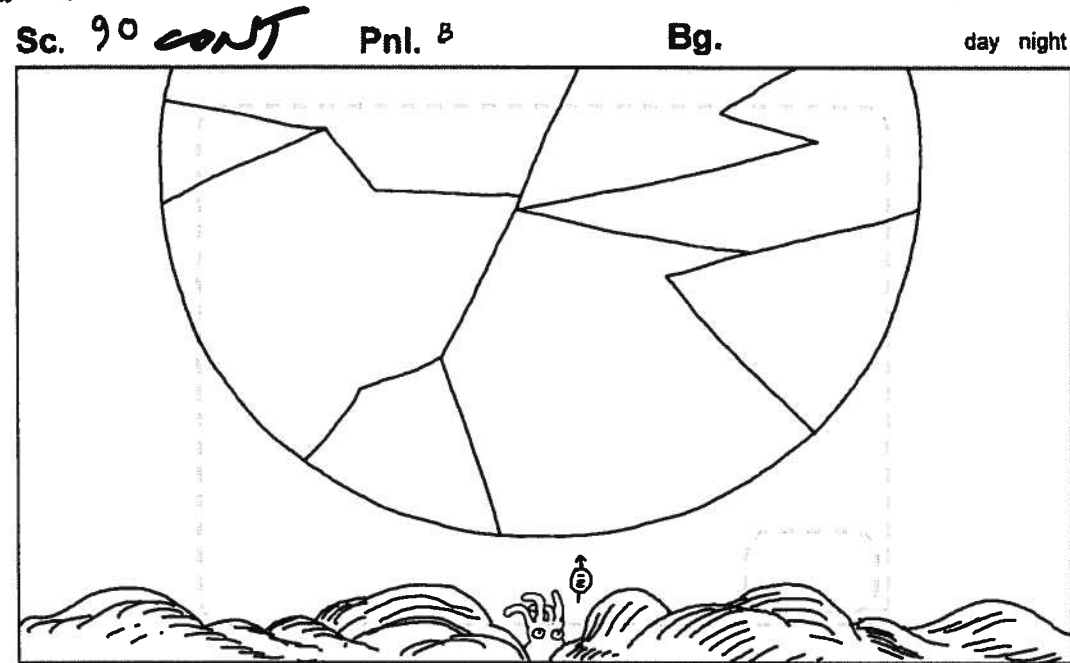
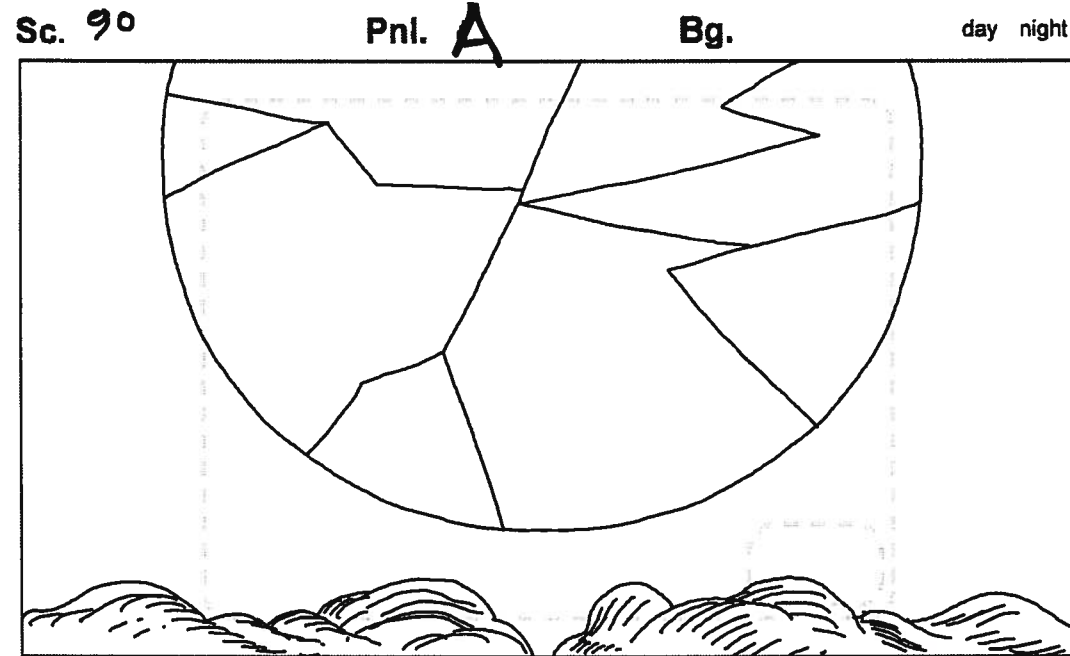
1042 248

1042 248

ADVENTURE TIME



Page 150



Dialog:

SPIDER : SINGING TO HIMSELF :

FEB 25 2018

Action:

GRASS
- SPIDER CRAWLS ON/S.

WHAT IF HE'S SINGING "WAITING FOR A SUNRISE." IT'S WEIRD, IS IT TOO WEIRD. I LIKE WEIRD STUFF THAT DOESN'T REALLY MAKE SENSE, BUT I KNOW THAT IT'S WEIRD AND DOESN'T MAKE SENSE!

Timing:

- S.W.

1042 248

EPISODE # 1042-248

Production :

1042 248

ADVENTURE TIME

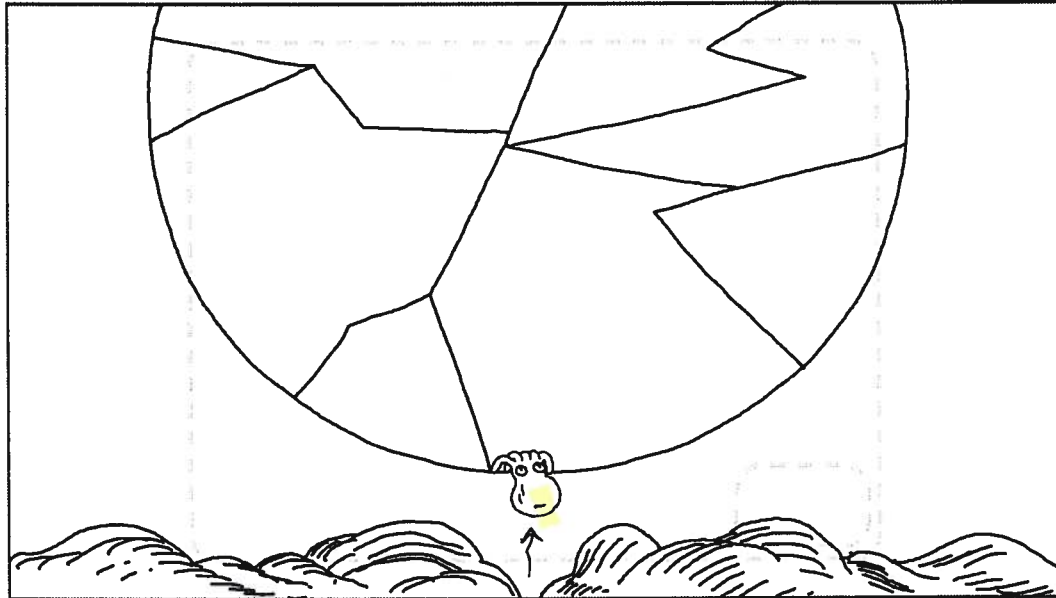


Page 151

Sc. 90 *CONT* Pnl. *C*

Bg.

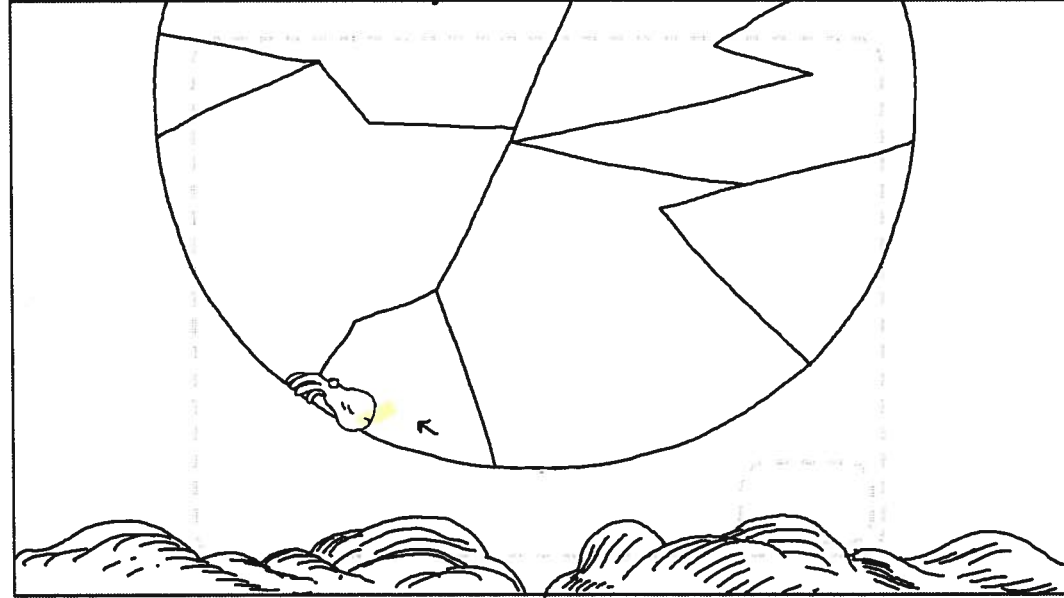
day night



Sc. 90 *CONT* Pnl. *D*

Bg.

day night



Dialog:

SPIDER = SINGING TO HIMSELF =

Action:

- SPIDER CRAWLS UP ONTO "WINDOW SILL".

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

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1042 248

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ADVENTURE TIME



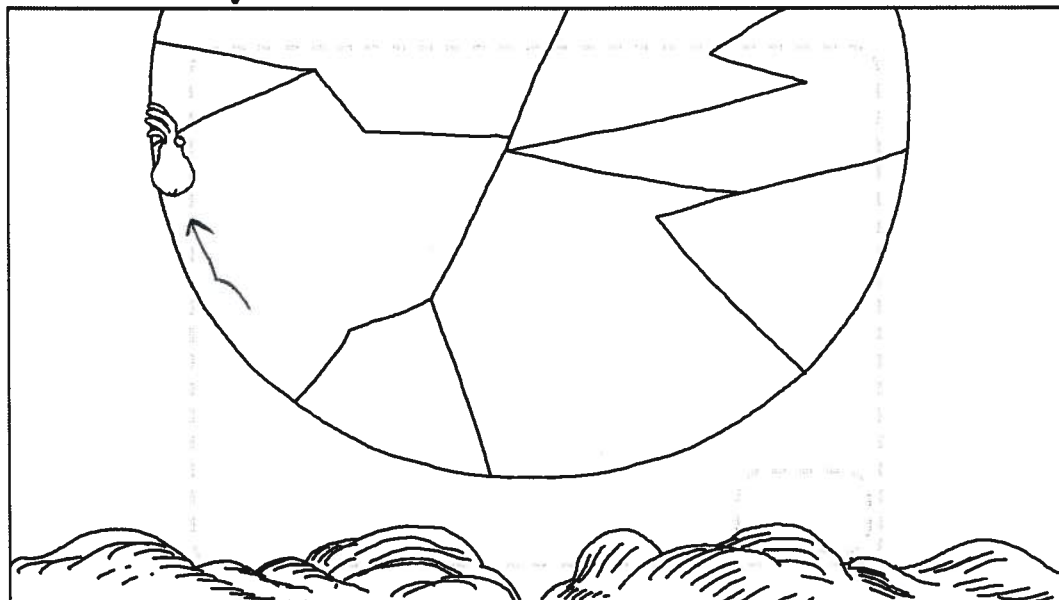
Page 152

Sc. 90 *CONT*

Pnl. E

Bg.

day night

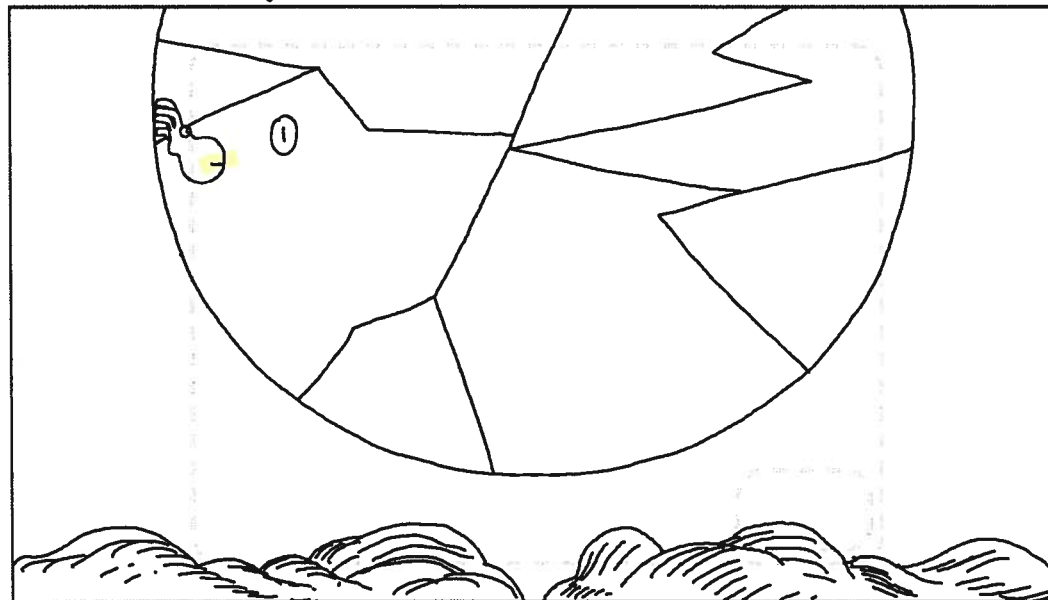


Sc. 90 *CONT*

Pnl. F

Bg.

day night



Dialog:

SPIDER : SINGING TO HIMSELF :

Action:

- G. SPIDER CLIMBS UP
SIDE OF WINDOW.

- G. SPIDER ANTICS



Timing:

FEB 25 2016

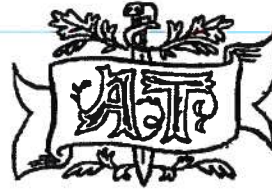
EPISODE # 1042-248

Production :

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1042 248

ADVENTURE TIME



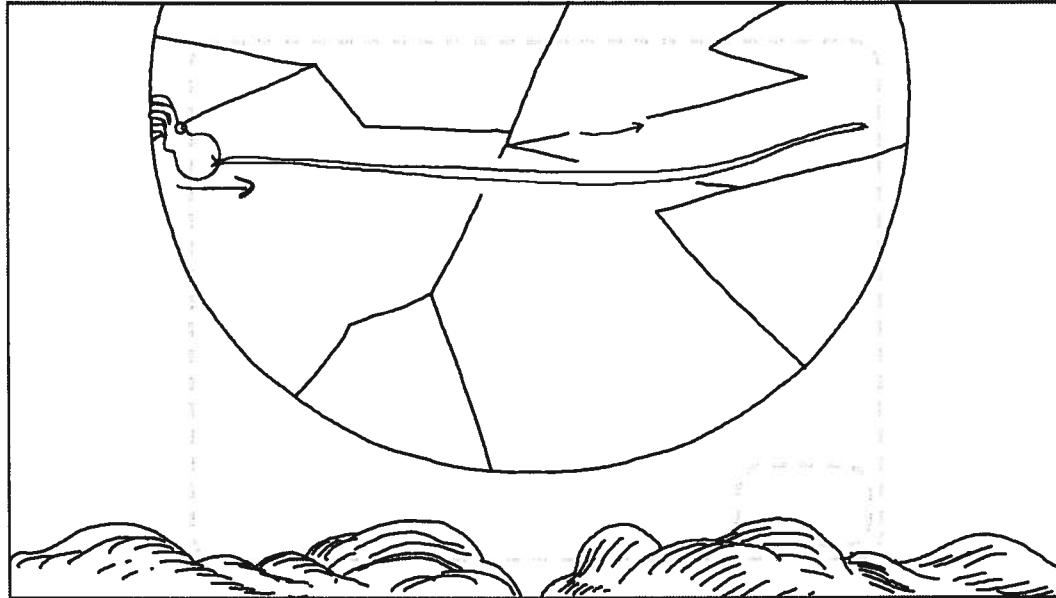
Page 153

Sc. 90 *CONT*

Pnl. G

Bg.

day night

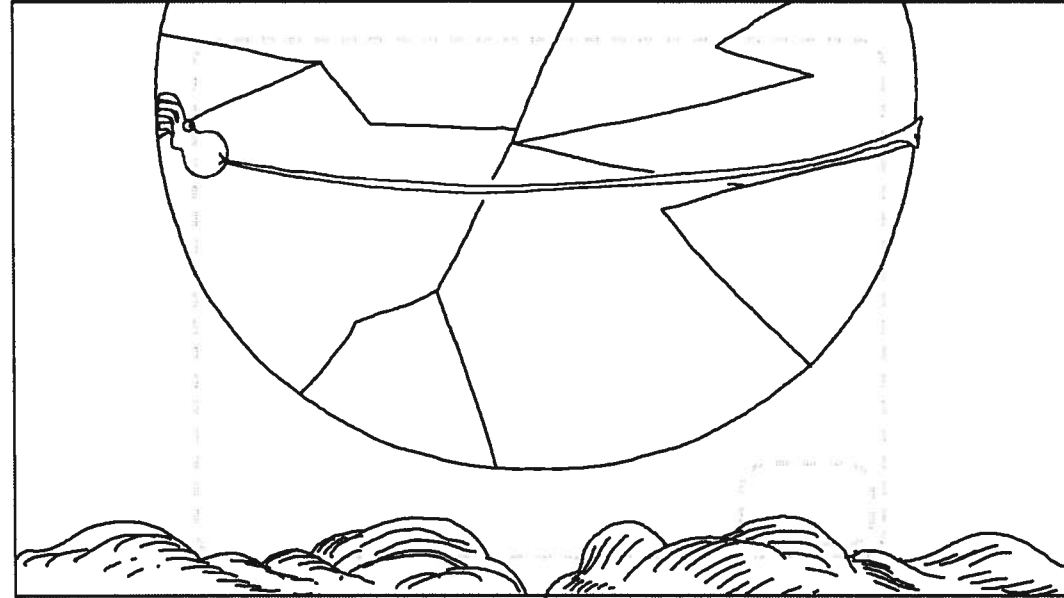


Sc. 90 *CONT*

Pnl. H

Bg.

day night



Dialog:

SPIDER : SINGING TO HIMSELF :

Action:

- SPIDER SHOOTS LINE OUT ACROSS WINDOW.

FEB 25 2016

Timing:

EPISODE # 1042-248

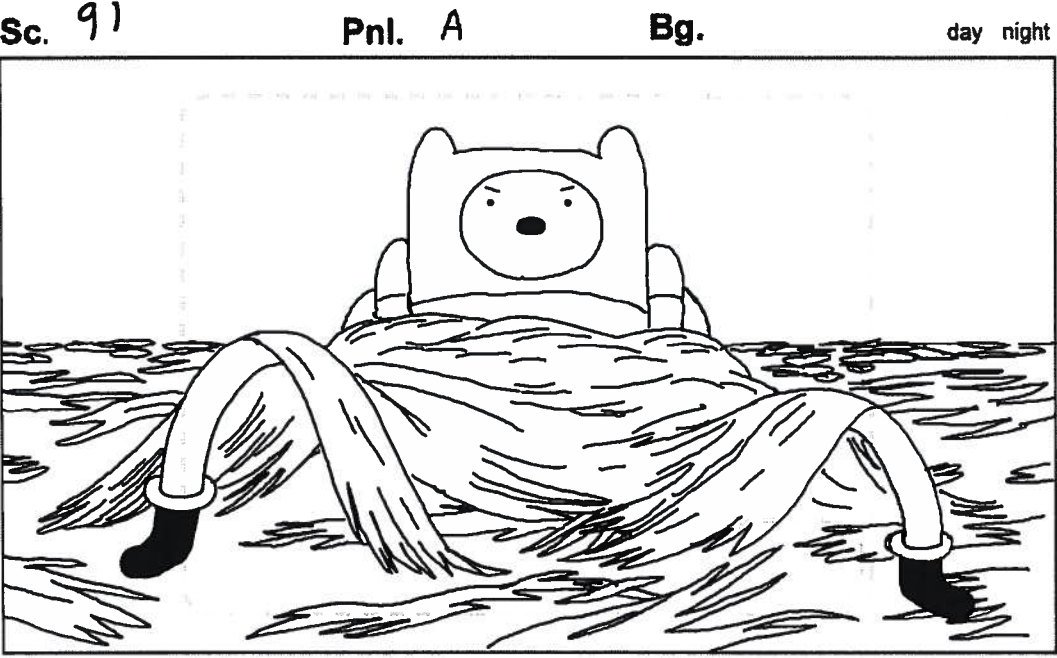
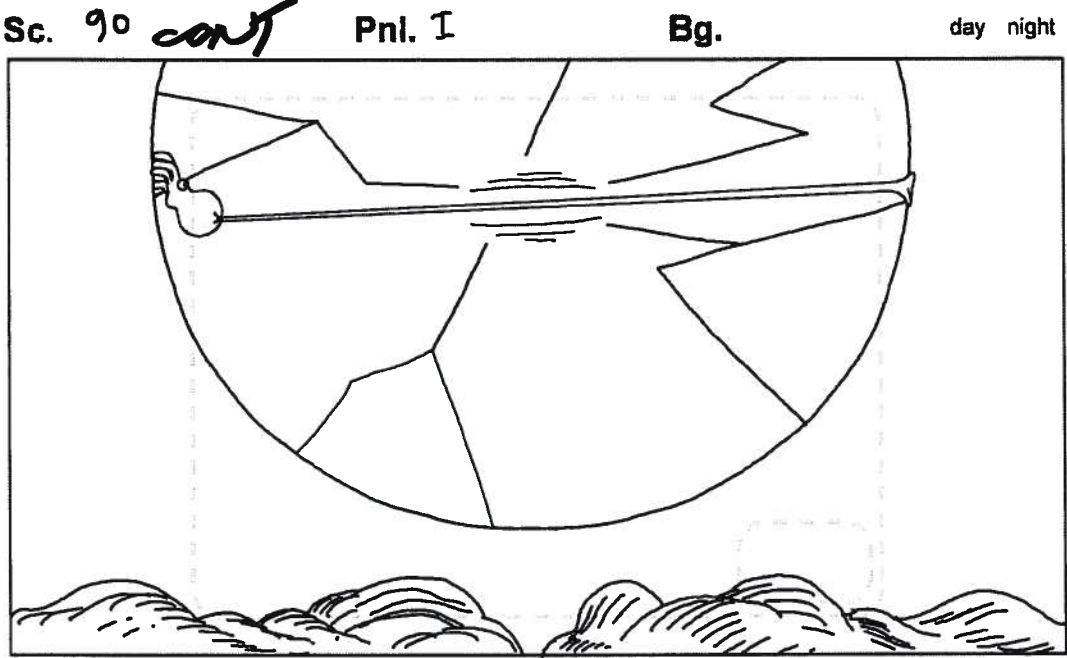
Production :

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1042 248

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ADVENTURE TIME



Dialog:	<div>SPIDER / ≡ SINGING TO HIMSELF ≡</div> <div>ⓔ WHO ARE YOU ?</div>
Action:	<div>-SPIDER'S LINE PULLED TAUT.</div> <div>FEB 25 2016</div>
Timing:	

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Production :

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ADVENTURE TIME



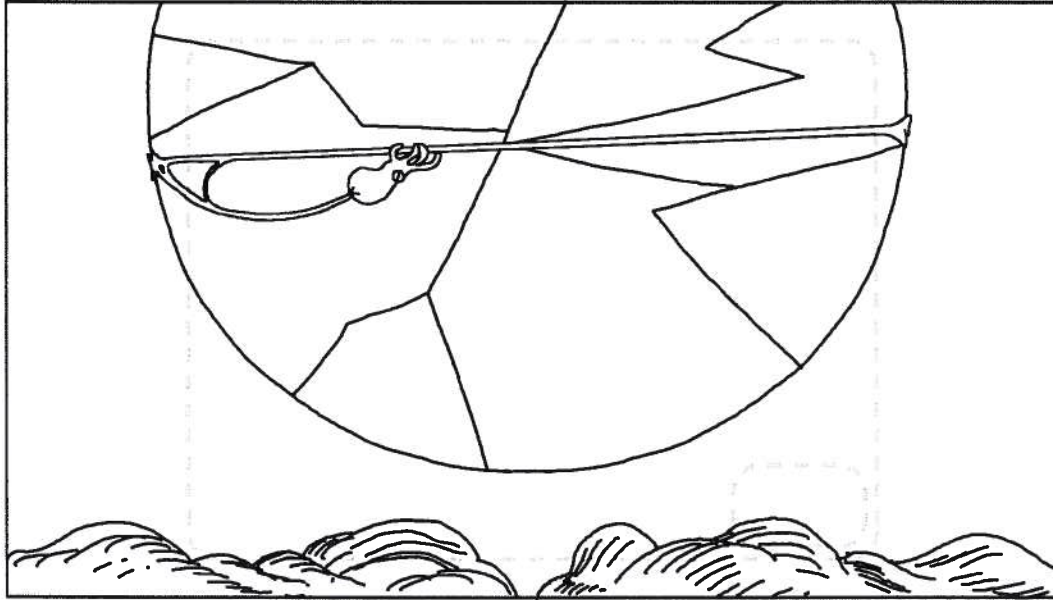
Page 155

Sc. 92

Pnl. A

Bg.

day night



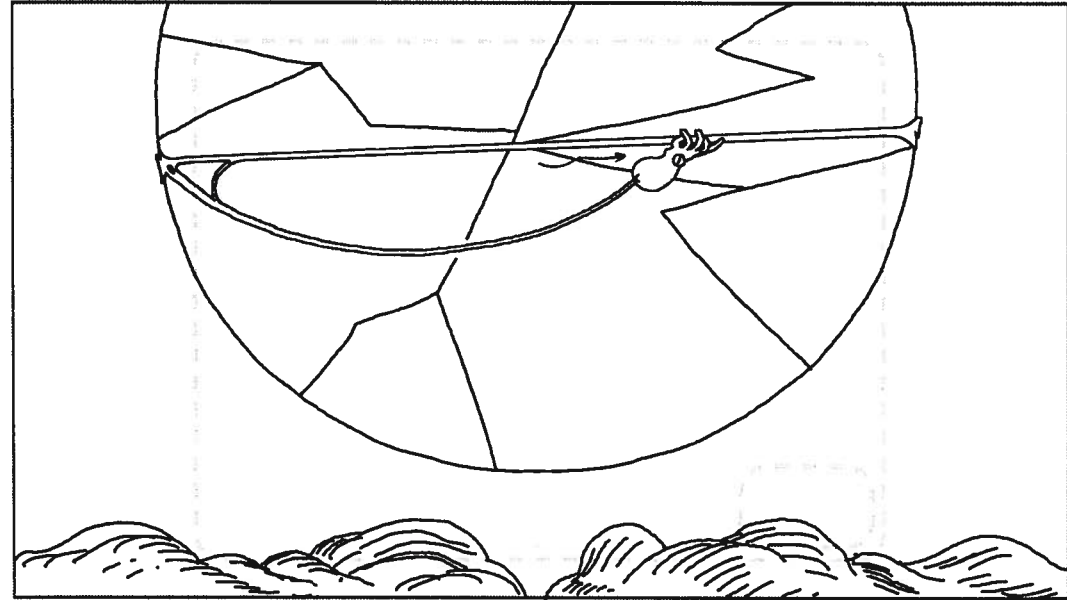
Sc. 92

cont

Pnl. B

Bg.

day night



Dialog:

⑤ OH YOU KNOW,

Action:

- G. SPIDER CRAWLS ALONG LINE.

FEB 25 2016

Timing:

EPISODE # 1042-248

1042 248

Production :

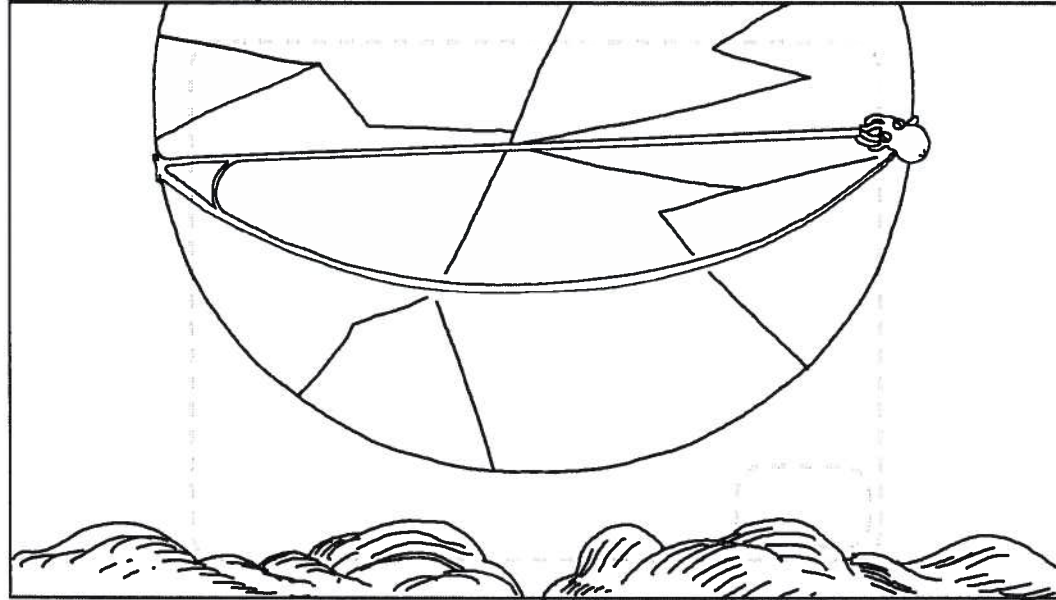
1042 248

ADVENTURE TIME

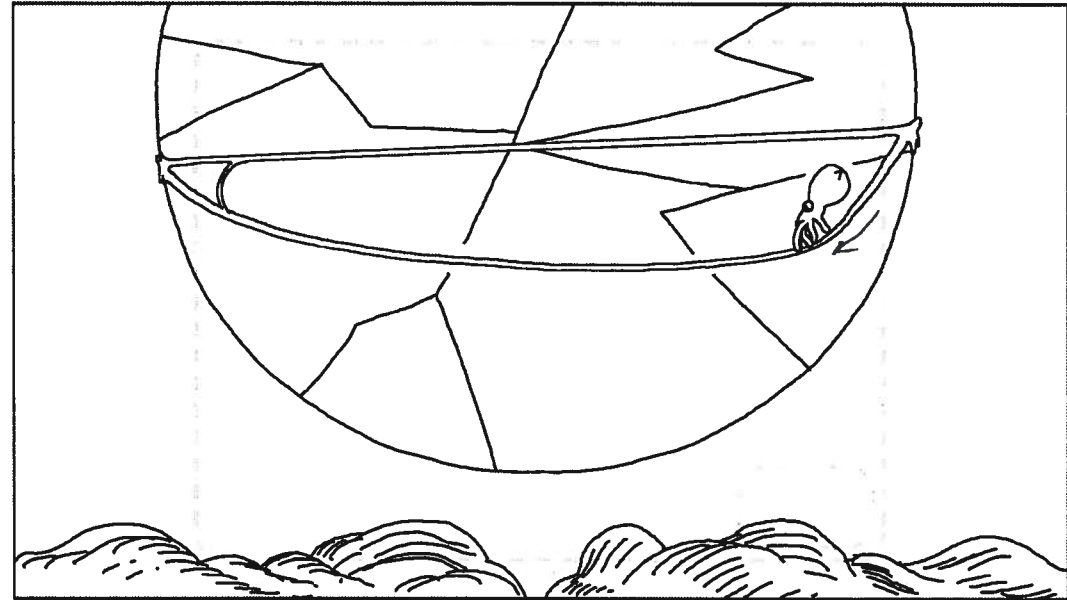


Page 1 SC

Sc. 92 *CONT* Pnl. c Bg. day night



Sc. 92 *CONT* Pnl. D Bg. day night



Dialog:

⑤ A CURSE ,

Action:

- SPIDER ATTACHES 2ND LINE TO SIDE
OF 'WINDOW'

- SPIDER CRAWLS LEFT.

FEB 25 2016

Timing:

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Production :

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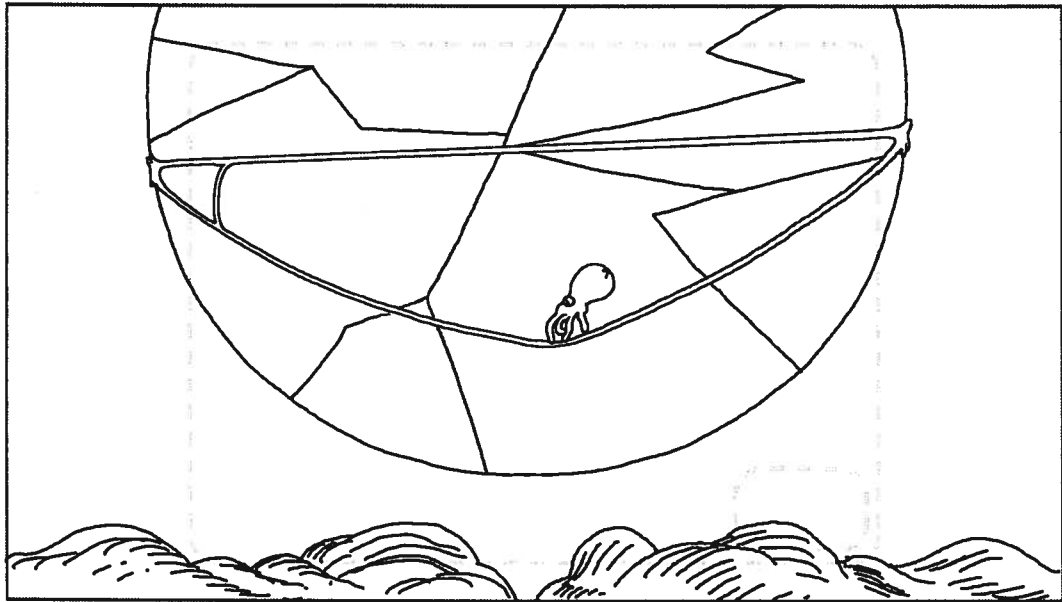
ADVENTURE TIME



Sc. 92 *cont* Pnl. E

Bg.

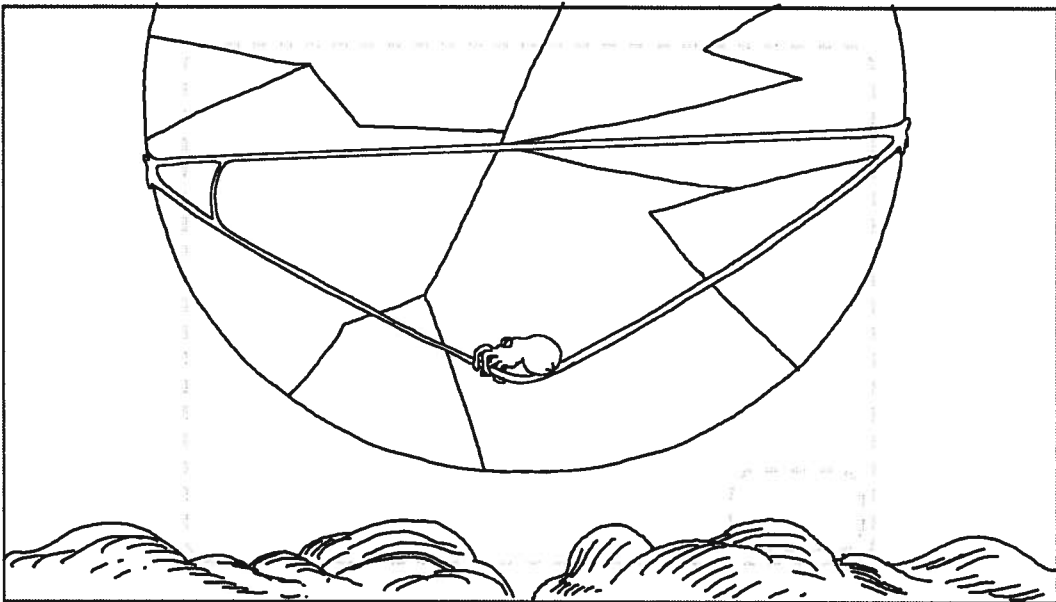
day night



Sc. 92 *cont* Pnl. F

Bg.

day night



Dialog:

⑤ AN EMISSARY FROM BEYOND.

Action:

FEB 25 2016

Timing:

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EPISODE #

Production :

ADVENTURE TIME



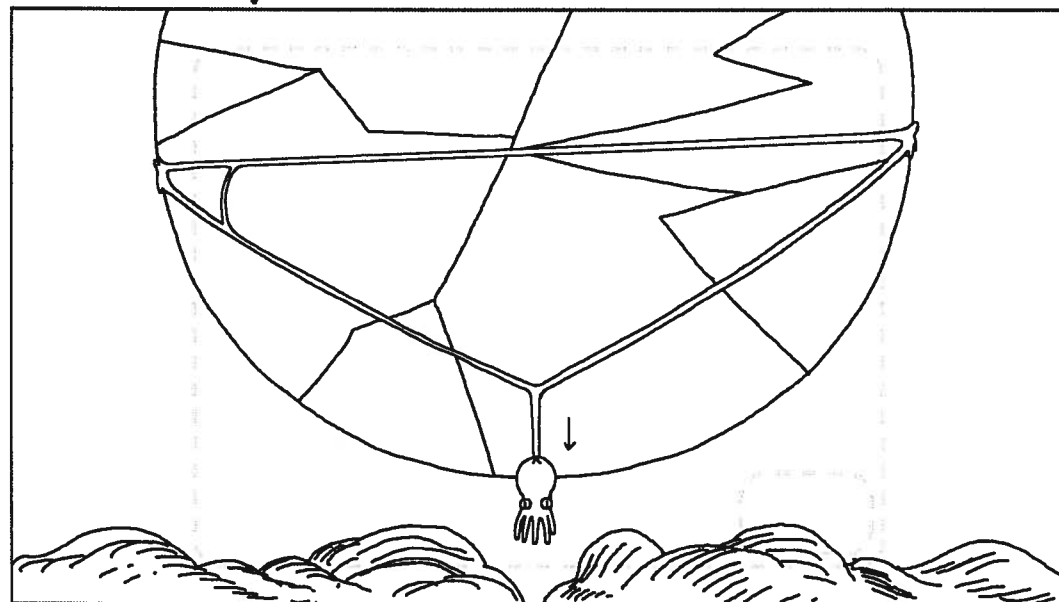
Page 158

Sc. 92 *cont*

Pnl. G

Bg.

day night



Dialog:

Action:

- G SPIDER CONNECTS LINE TO CENTER OF 2ND LING. AND LOWERS HIMSELF TO FLOOR. PAN W/ SPIDER

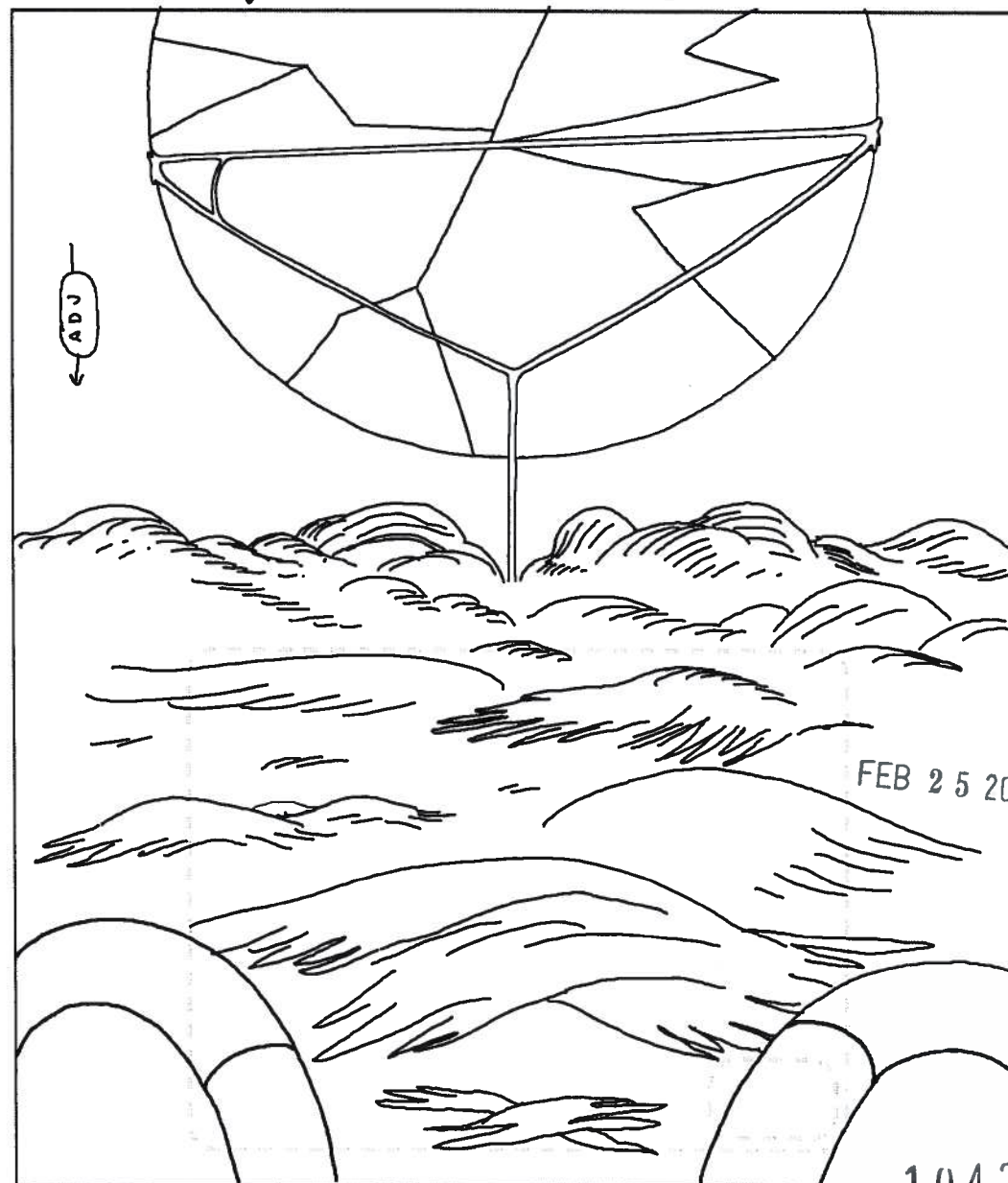
Timing:

Sc. 92 *cont*

Pnl. H

Bg.

day night



START

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EPISODE #

Production :

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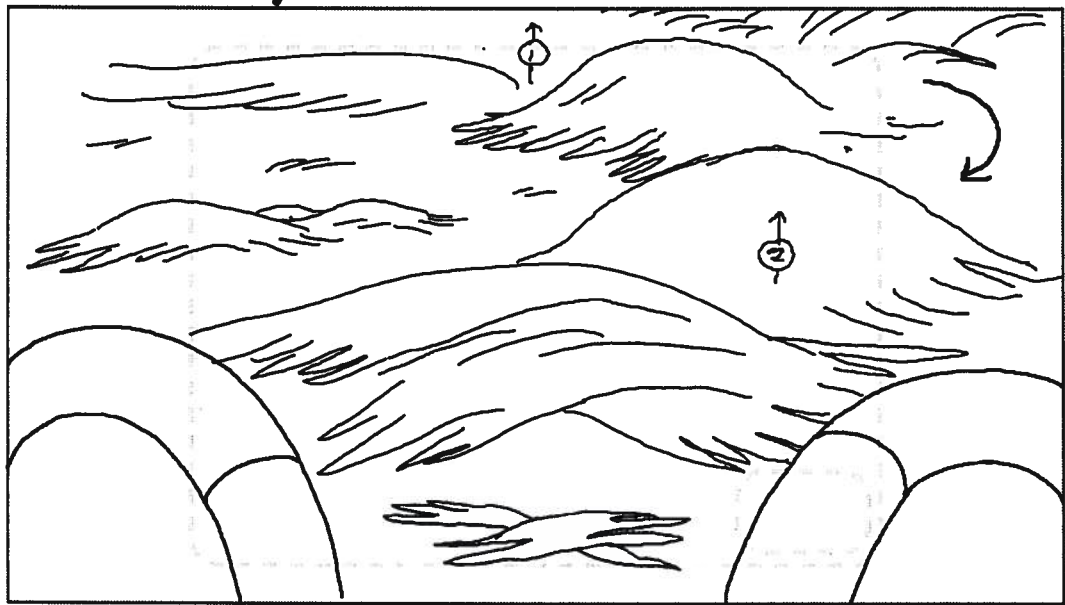
1042 248

ADVENTURE TIME

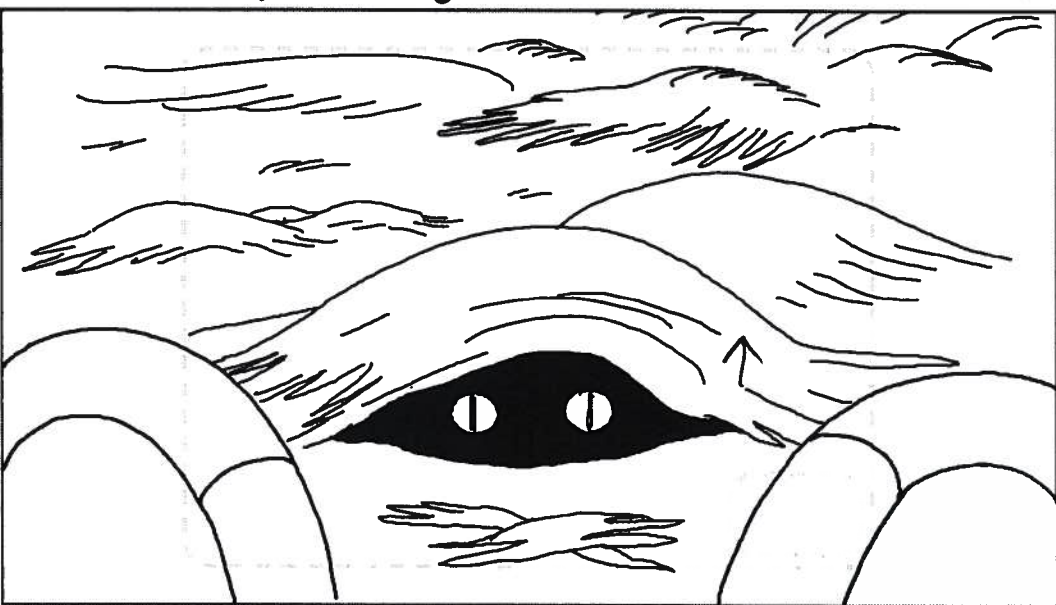


Page 159

Sc. 92 *cont* Pnl. 1 Bg. day night



Sc. 92 *cont* Pnl. 2 Bg. day night



Dialog:	(S) SOME KIND OF GRASS OCTOPUS SPIDER.
Action:	- SPIDER BUGS BUNNY'S THRU THE GRASS PILES - SPIDER LIFTS HEAD UP, CREATING SMALL 'CAVE' FEB 25 2016
Timing:	

EPISODE # 1042-248

Production :

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ADVENTURE TIME



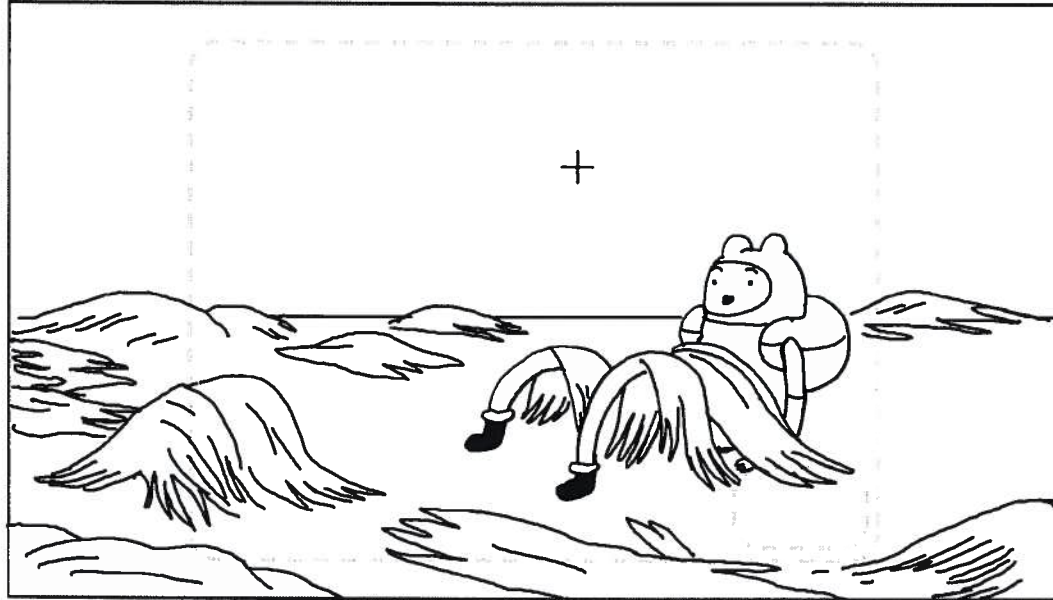
Page 160

Sc. 93

Pnl. A

Bg.

day night

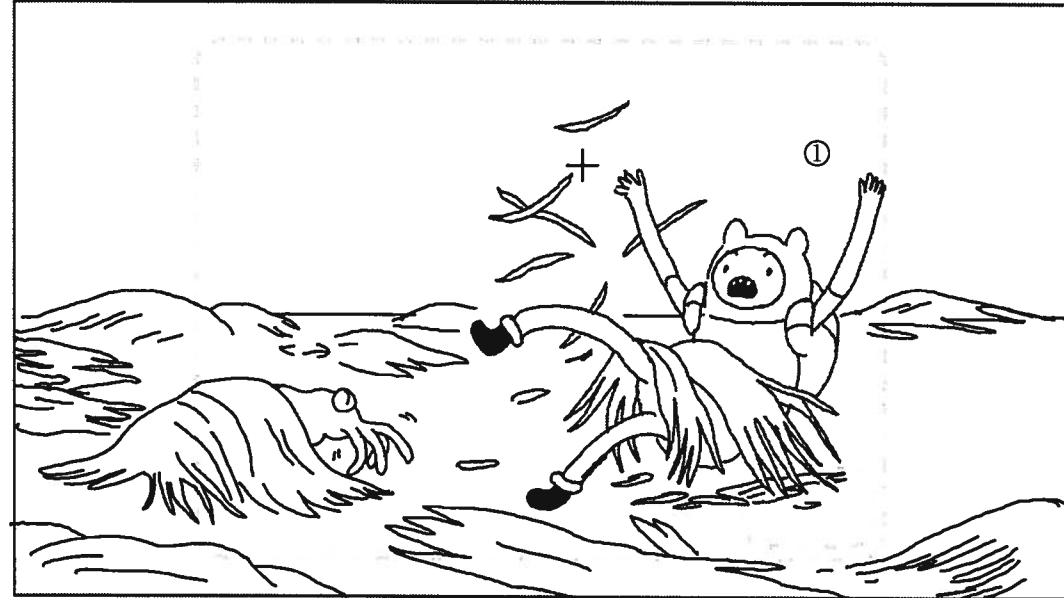


Sc. 93 *cont*

Pnl. B

Bg.

day night



Dialog:

(F)

A A H ! GRASS DEMON !

FEB 25 2016

Action:

S. P.

- SPIDER CRAWLS TOWARDS FINN

- FINN FLAILS LIMBS.

Timing:



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ADVENTURE TIME

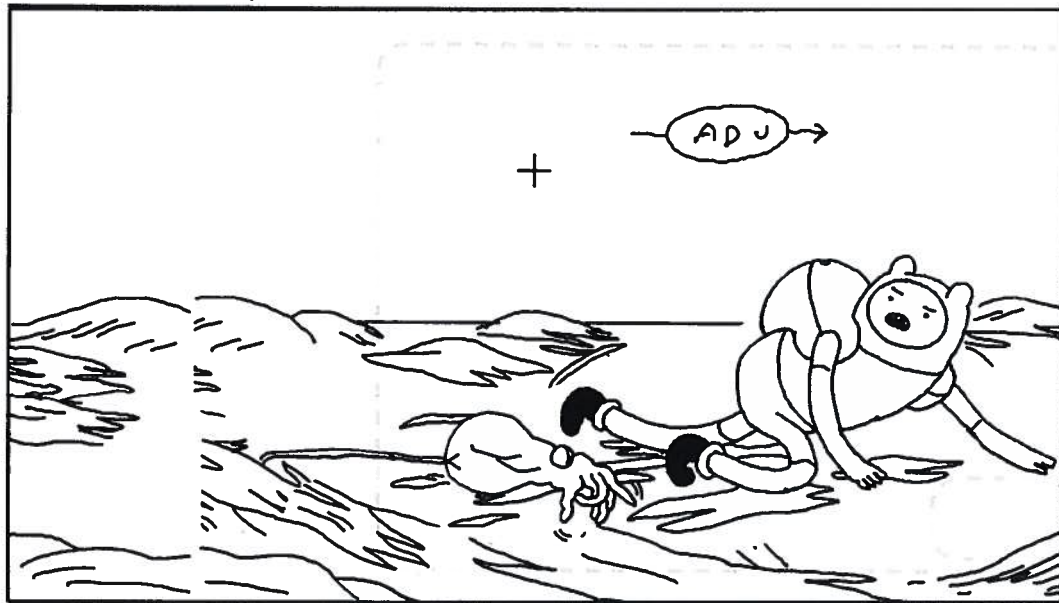


Page 161

Sc. 93 *cont* Pnl. *C*

Bg.

day night

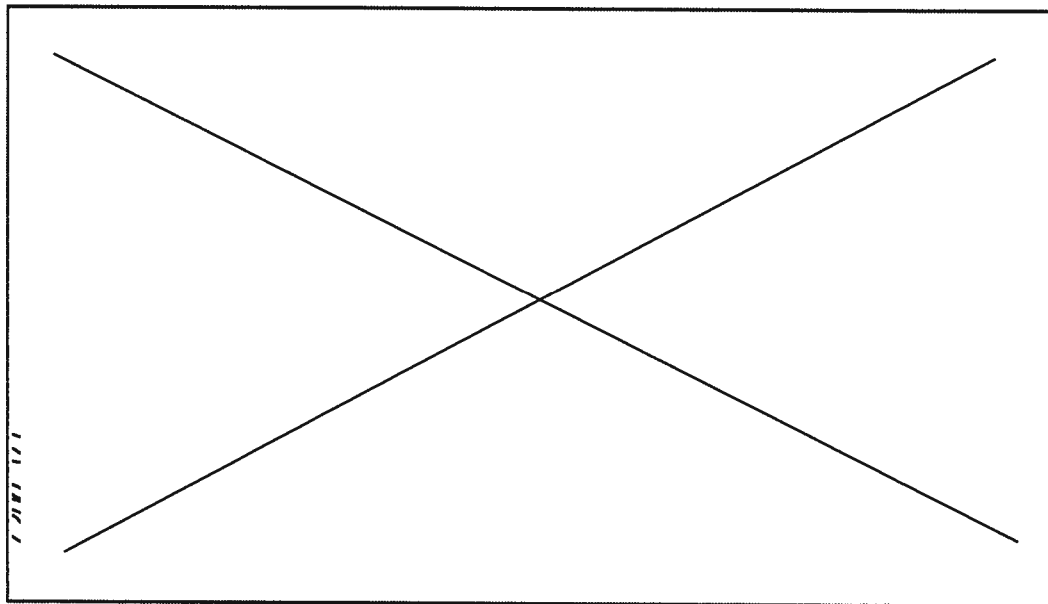


Sc. -

Pnl.

Bg.

day night



Dialog:

C YOU'RE MAKING ME NERVOUS, DUDE

Action:

- F. ATTEMPTS TO HALFHEARTEDLY ESCAPE.

FEB 25 2016

Timing:

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Production :

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ADVENTURE TIME



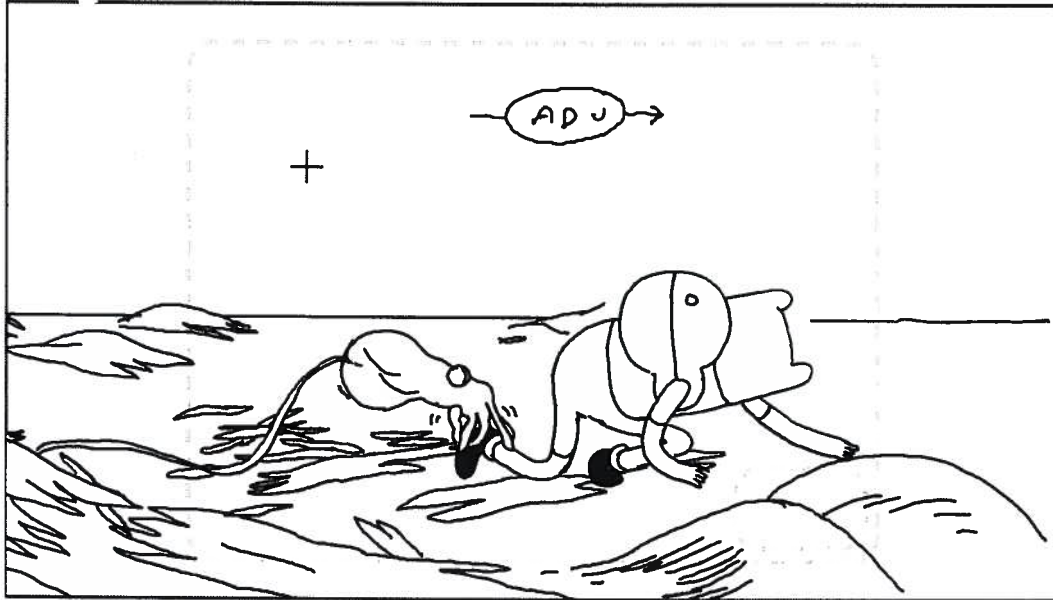
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Sc. 93 CONT

Pnl. D

Bg.

day night

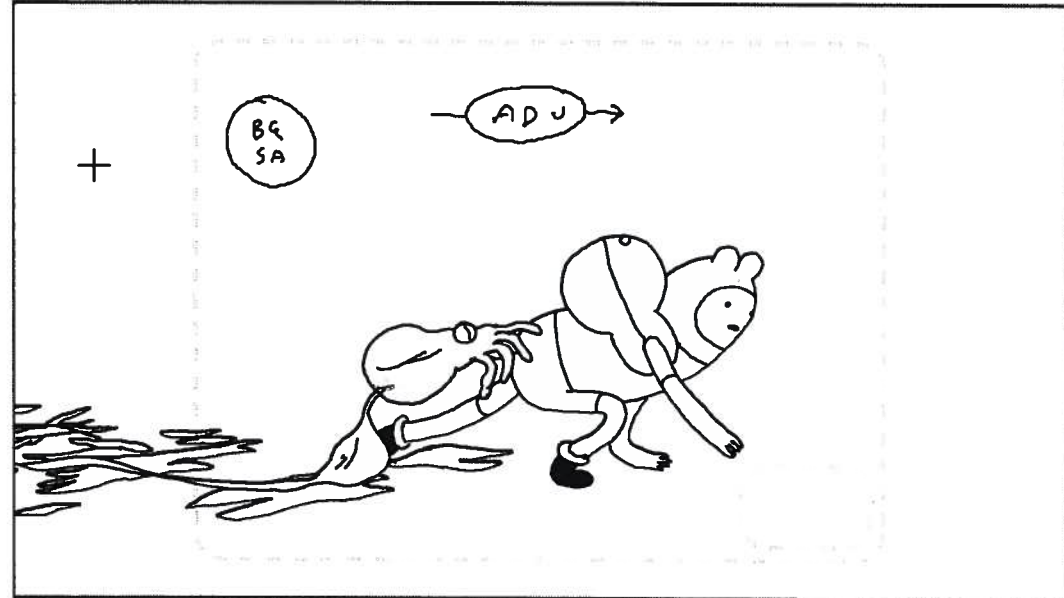


Sc 93 CONT

Pnl. E

Bg.

day night



Dialog:

⑤/ NOOOO,

Action:

- SPIDER CRAWLS UP FINN'S LEG.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

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1042 248

ADVENTURE TIME



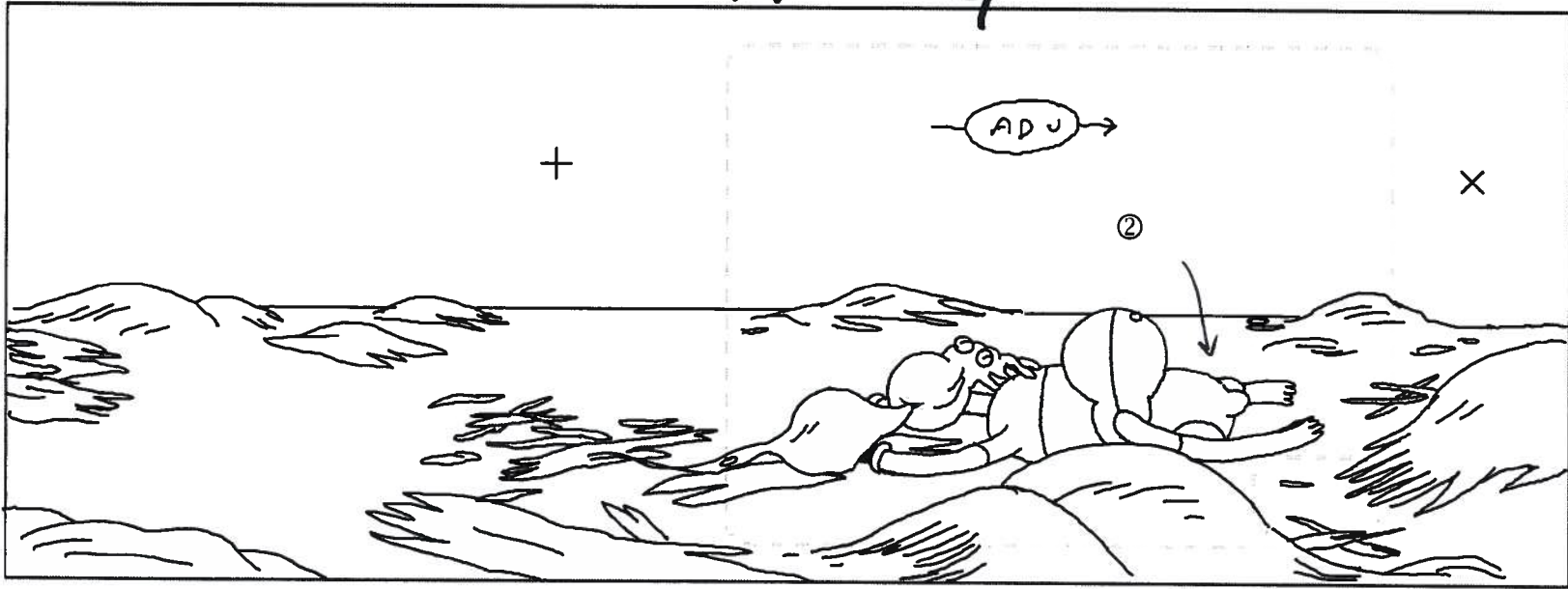
Sc. 93 *cont*


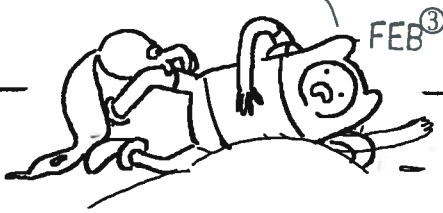
Pnl. *6*

Bg.

day night

Page 163



Dialog:	<i>(F)</i> No, no, no		S/ DON'T WORRY ABOUT ME.	
Action:				
Timing:	① - F. COLLAPSES - PAN w/ SPIDER.		FEB 25 2016	

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Production :

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ADVENTURE TIME



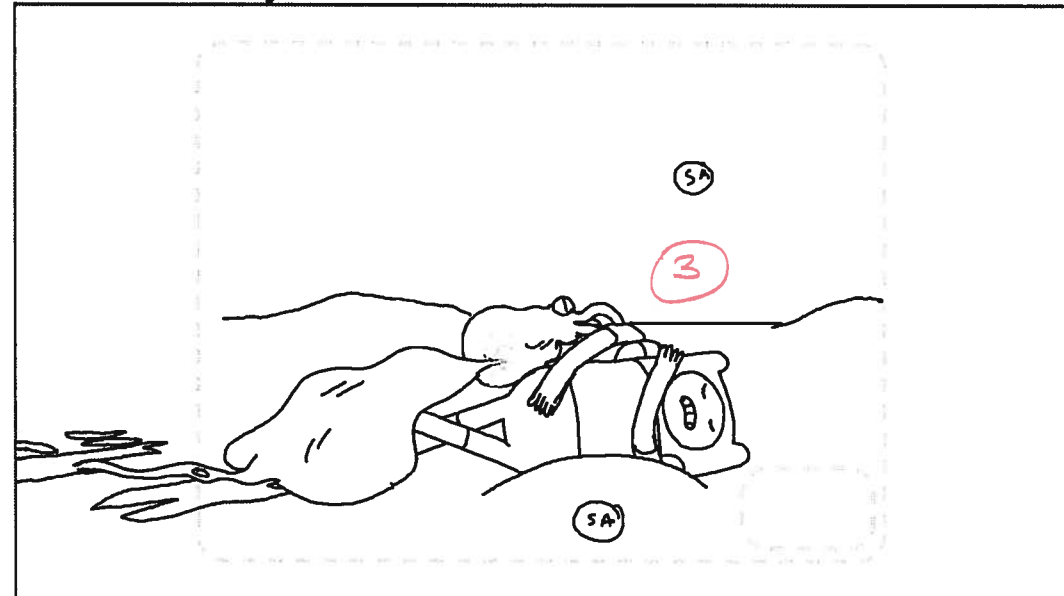
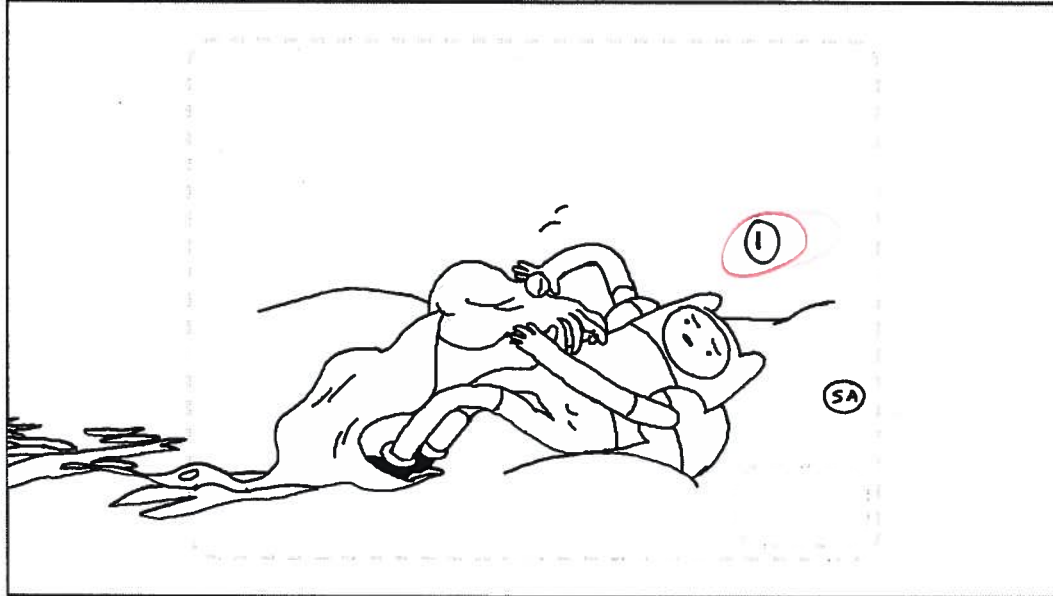
Page 164

Sc. 93 CONT Pnl. H Bg.

day night

Sc. 93 CONT Pnl. H Bg.

day night



Dialog:

(F) (UF!)

Action:

-SPIDER STARTS COVERING FINN
WITH WEBBING.

Timing:



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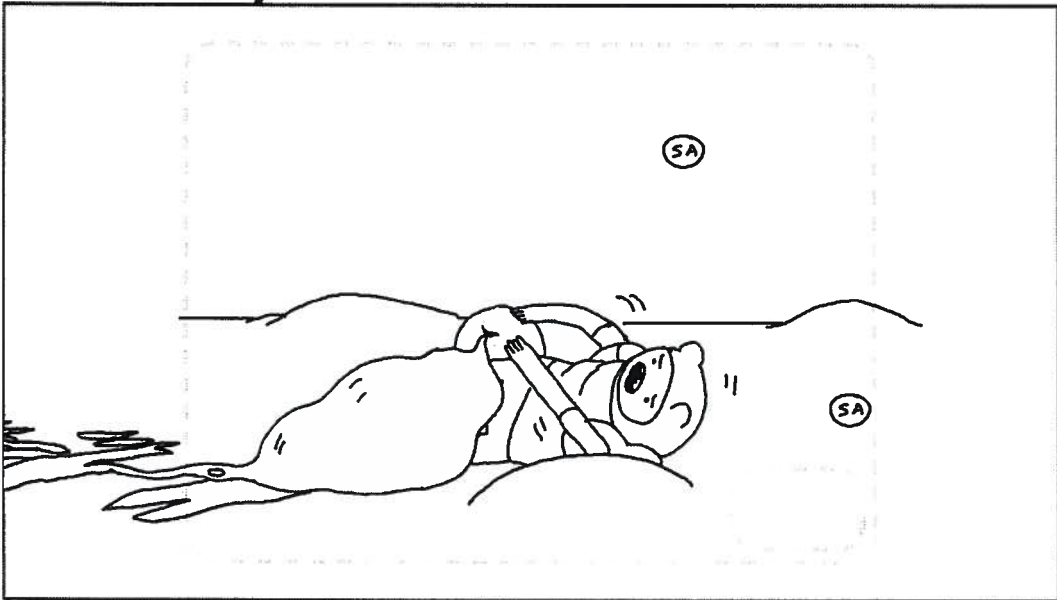
1042 248

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ADVENTURE TIME



Sc. 93 *cont* Pnl. I Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog:	
<i>F/</i>	<i>I AM WORRYING ABOUT YOU!</i>
<i>F/</i>	<i>DUDE</i>
Action:	<i>- F. STRUGGLES WEEKLY AGAINST SADER</i>
Timing:	

FEB 25 2016

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Production :

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ADVENTURE TIME

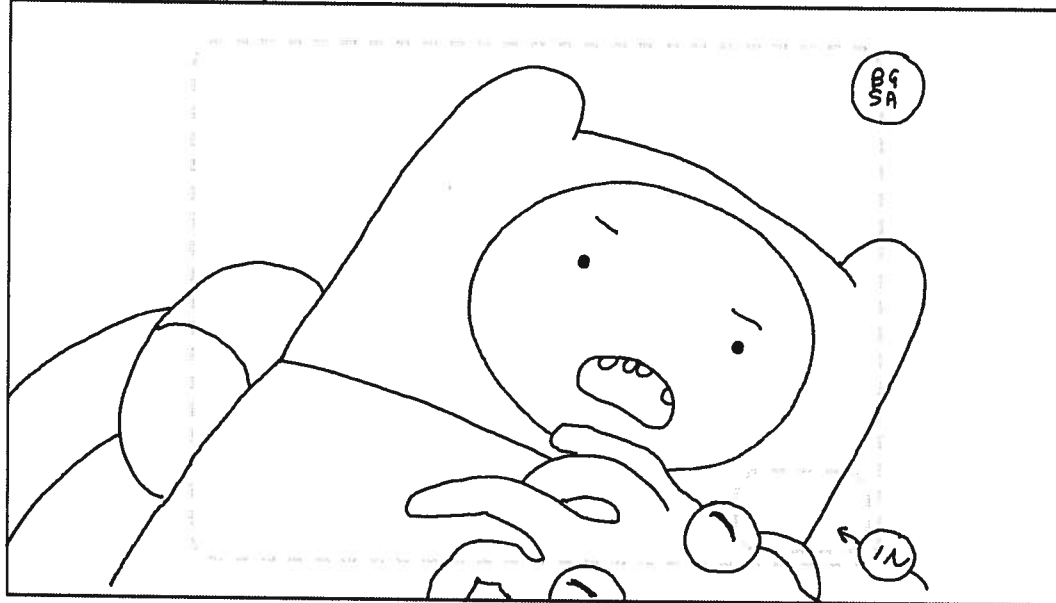


Page 166

Sc. 94 *cont* Pnl. B

Bg.

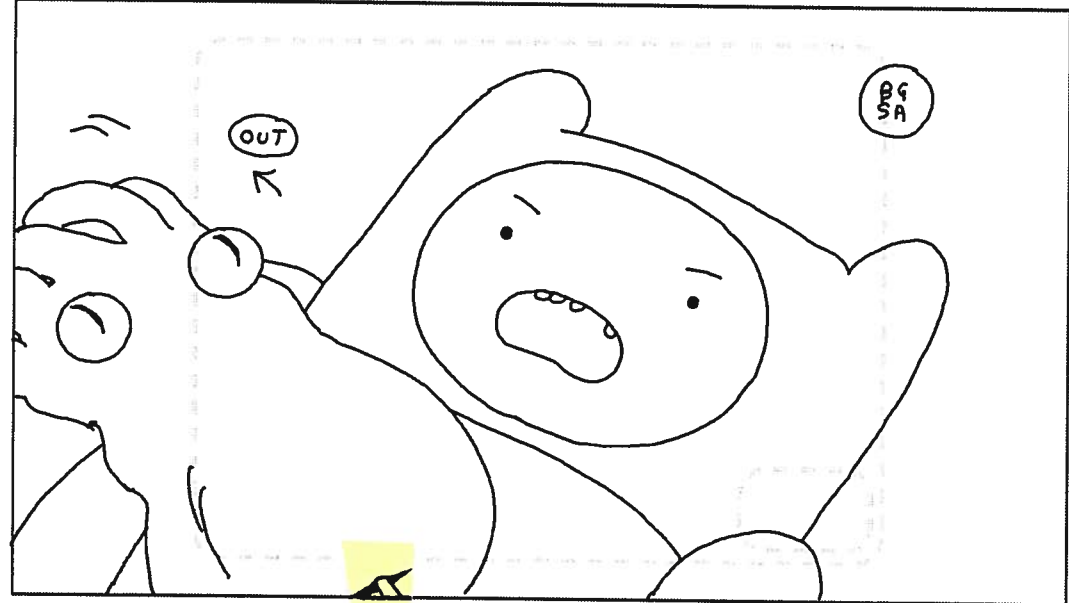
day night



Sc. 94 *cont* Pnl. C

Bg.

day night



Dialog:

(F) STOP THIS.

Action:

- SPIDER CRAWLS ACROSS FINN

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

ADVENTURE TIME

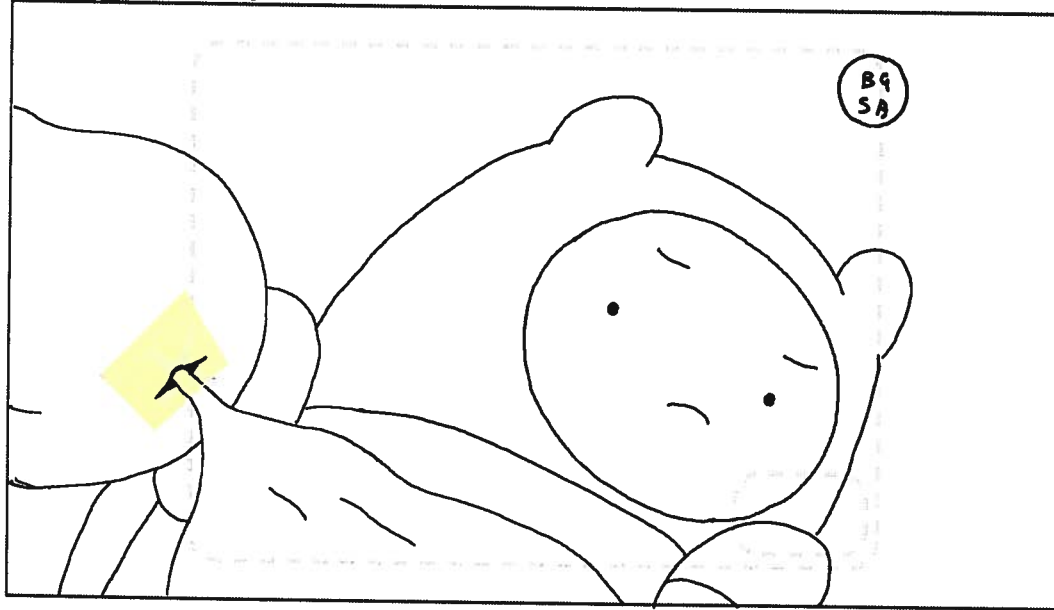


Sc. 94 cont

Pnl. D

Bg.

day night

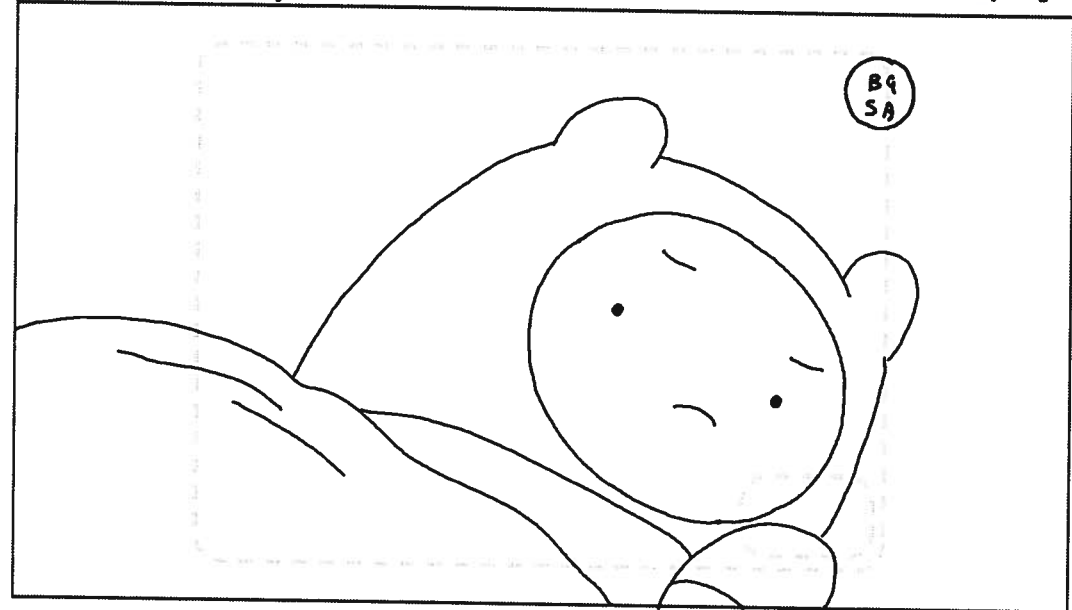


Sc. 94 cont

Pnl. E

Bg.

day night



Dialog:

③ IT'S OKAY, I JUST GOTTA DO SOMETHING HERE . ONE SEC.

Action:

-SPIDER CRAWLS OFF/S.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

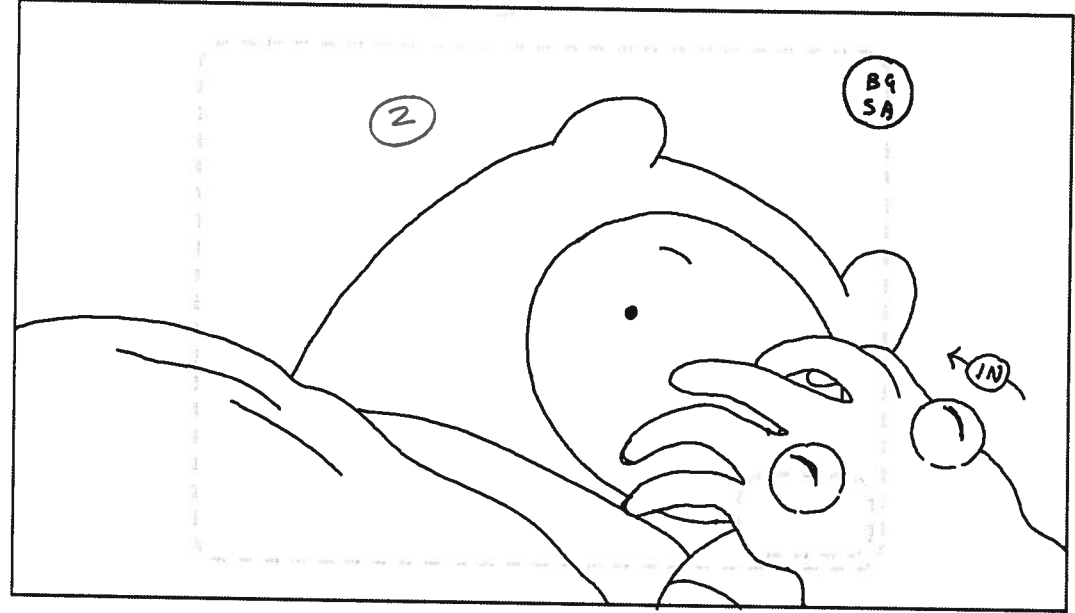
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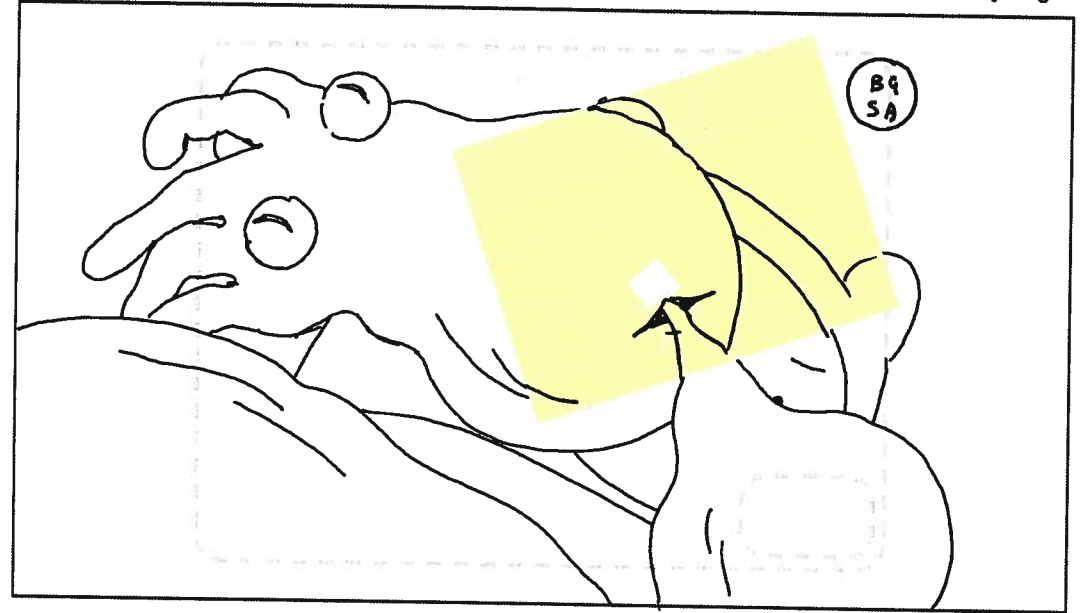
ADVENTURE TIME



Sc. 94 *CONT* Pnl. E Bg. day night



Sc. 94 *CONT* Pnl. F Bg. day night



Dialog:	
(F) OKAY , JUST ONE more,	
Action:	- SPIDER CRAWLS ON/S AGAIN, WRAPPING FINN IN MORE WEBBING.
Timing:	FEB 25 2016

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ADVENTURE TIME

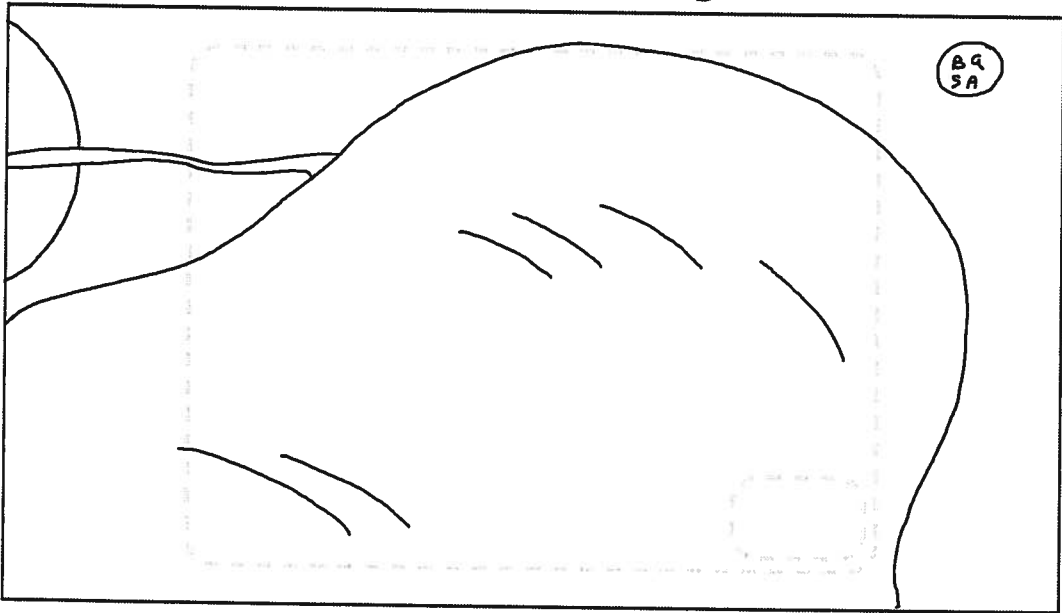


Sc. 94 *cont*

Pnl. G

Bg.

day night

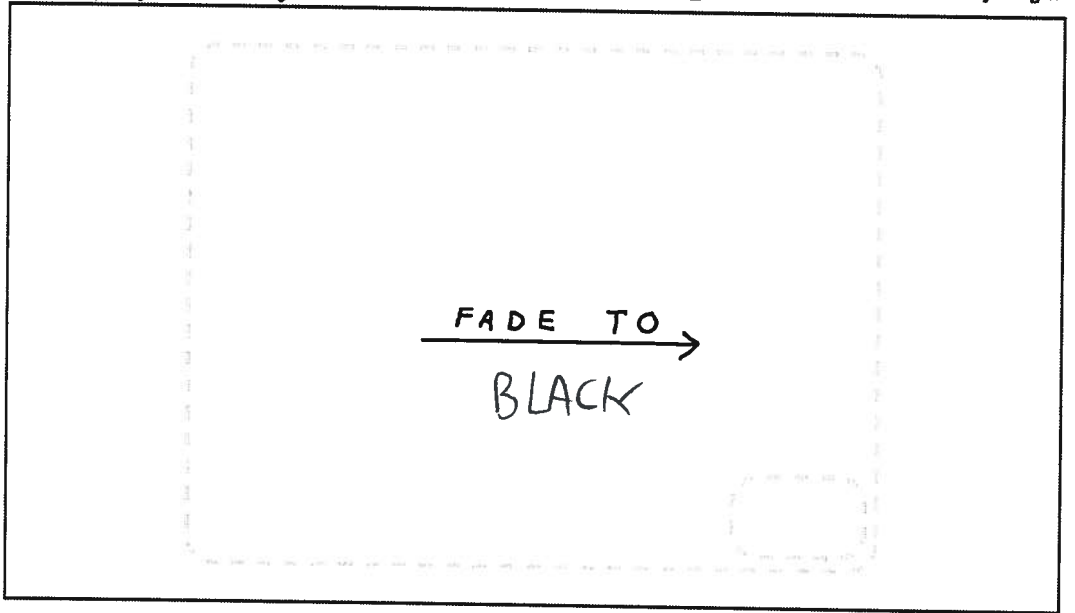


Sc. *94 cont*

Pnl. /

Bg. /

day night



Dialog:

(F) MUFFLE

Action:

- E. IS ENCASED IN SPIDERS COCOON.

FEB 25 2016

Timing:

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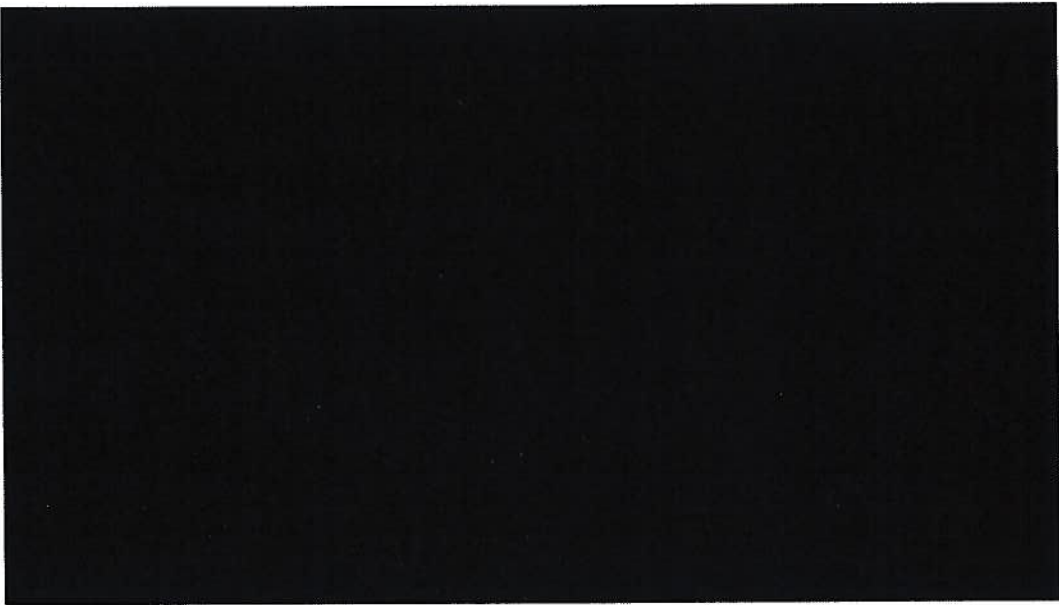


Sc. 95

Pnl. A

Bg.

day night

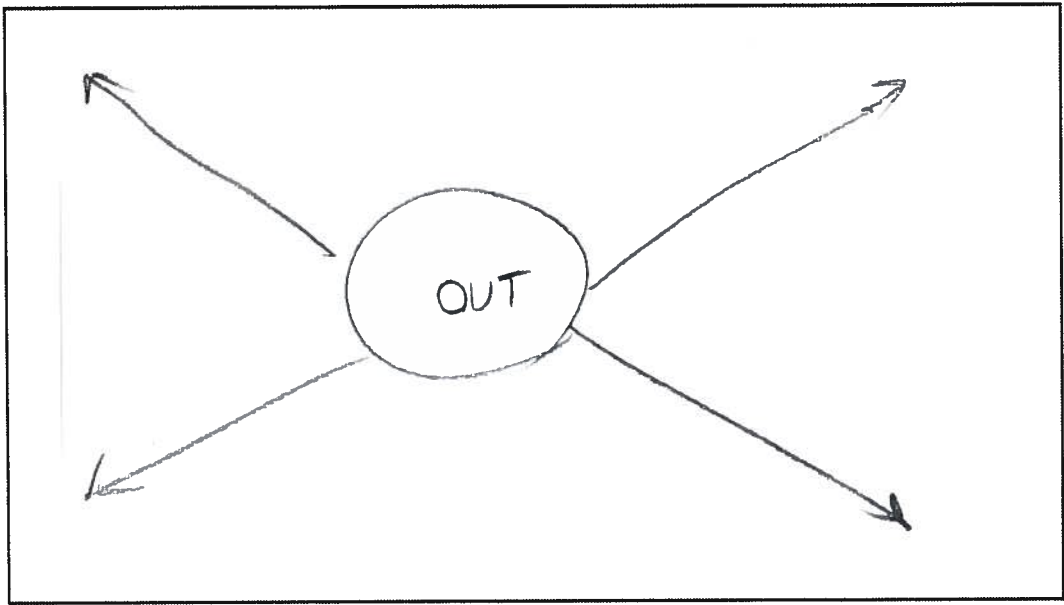


Sc. /

Pnl. /

Bg. /

day night



Dialog:
Action: <p>= BLACK =</p>
Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

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ADVENTURE TIME



Sc. 95 *cont* Pnl. B Bg. day night

Sc. 95 *cont* Pnl. / Bg. / day night

Dialog:
Action: <i>- COCOON + SPIDER FADE ON/S,</i>
Timing:

FEB 25 2016

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EPISODE #

Production :

ADVENTURE TIME



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Sc. 95 *cont*

Pnl. C

Bg.

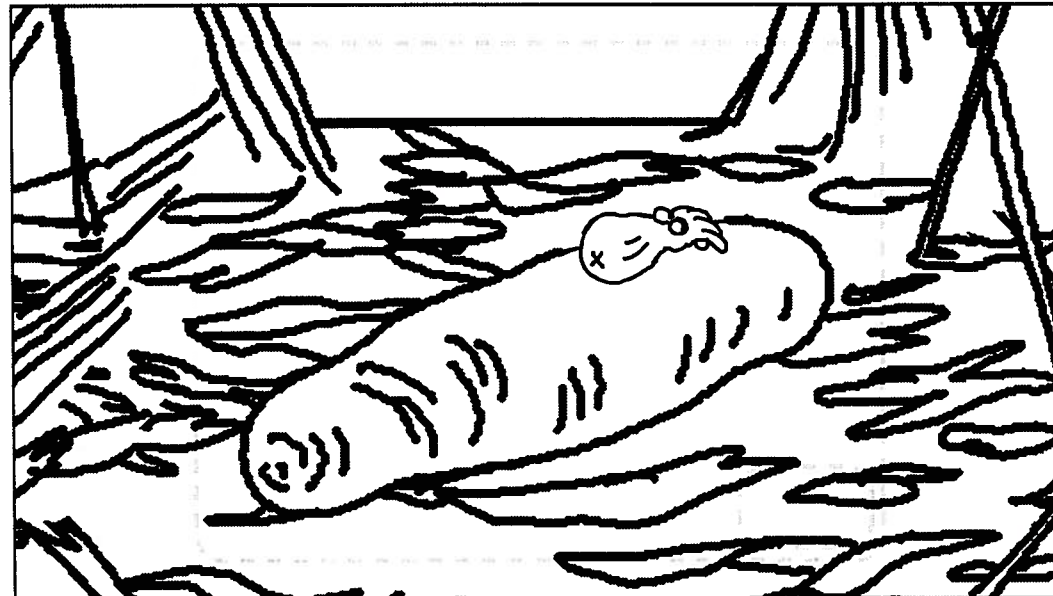
day night

Sc. 96

Pnl. A

Bg.

day night



Dialog:

Action:

- HILT ROOM IS FILLED
WITH GRASS WEBS.
- CHAIR IS HANGING BY WEB.

- SPIDER SITS ON TOP
OF COCOON

FEB 25 2016

Timing:

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Production :

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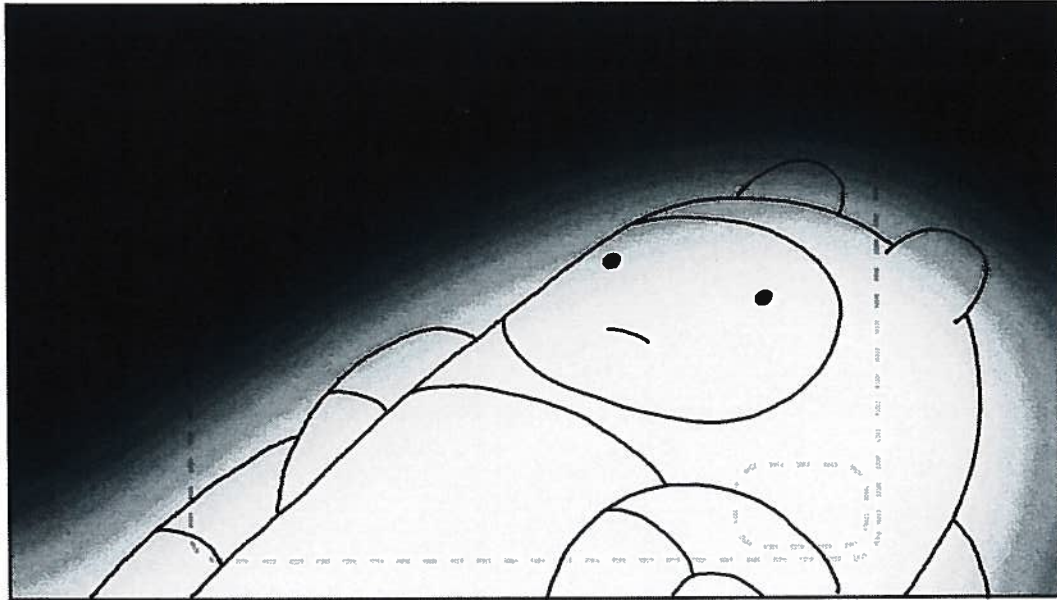


Sc. 97

Pnl. A

Bg.

day night

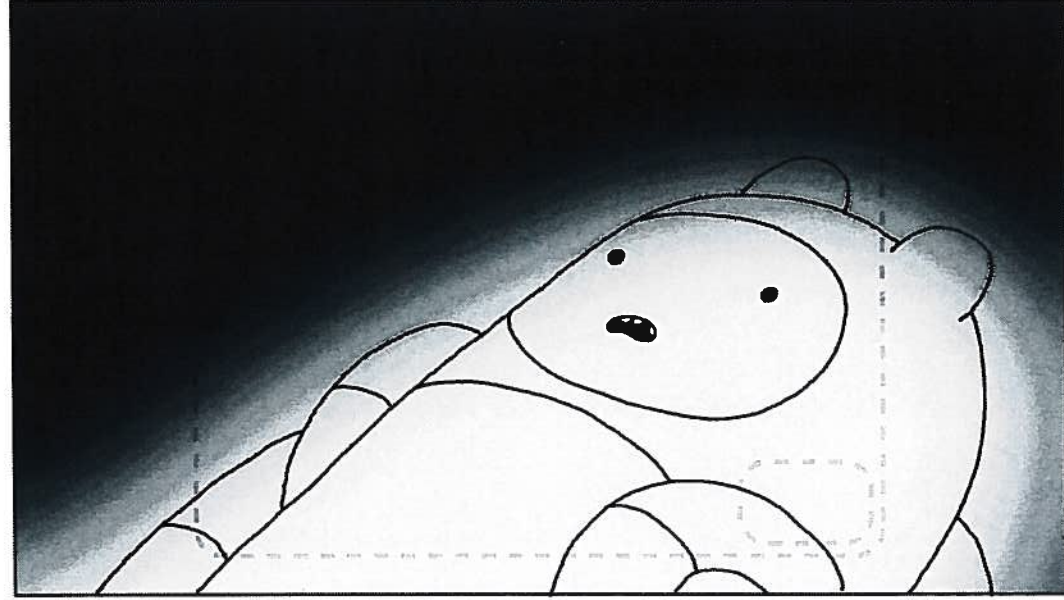


Sc. 97 *cont*

Pnl. B

Bg.

day night



Dialog:

Ⓔ ...

Ⓔ *SIGH*
SO HOW ARE YOU, TODAY.

Action:

- COCOON INTERIOR,

FEB 25 2016

Timing:

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Production :

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Q47 7441

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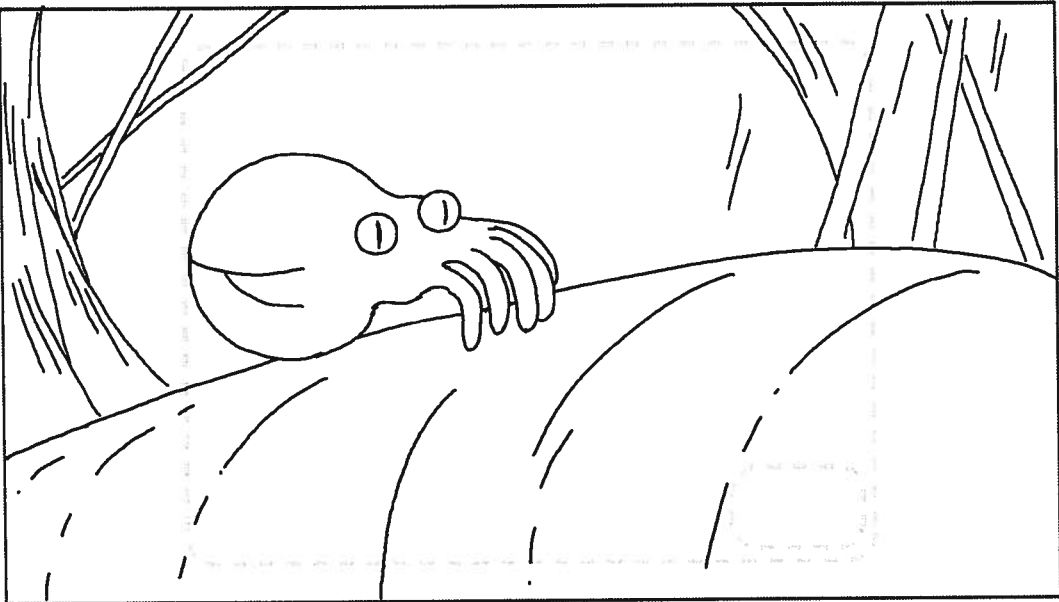


Sc. 98

Pnl. A

Bg.

day night



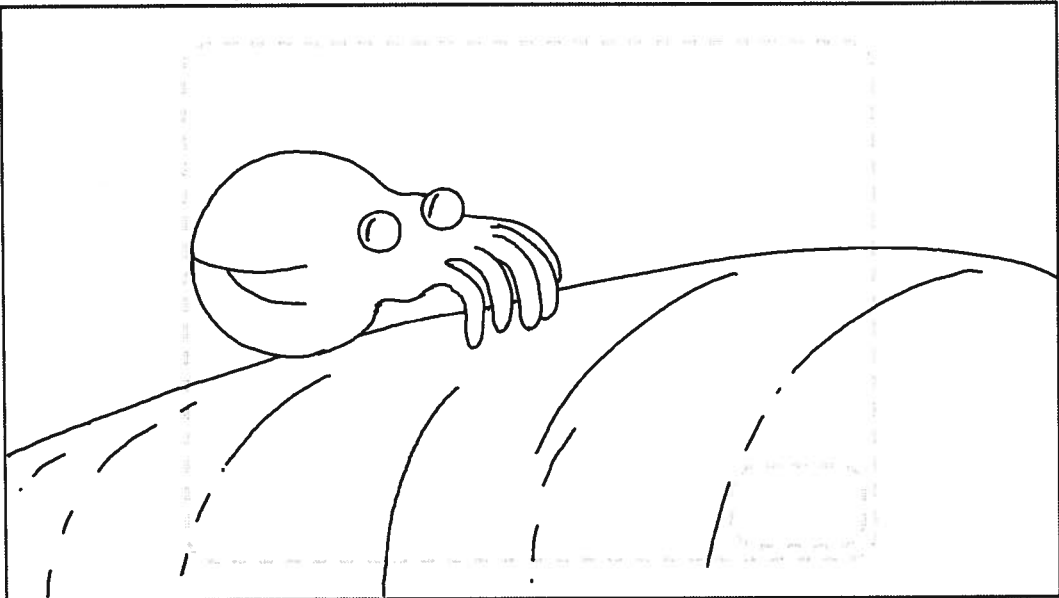
Sc. 98

cont

Pnl. B

Bg.

day night



Dialog:

⑤ I'M GOOD.

⑤ I WANT OUT OF HERE, THO.
I'VE PRETTY MUCH
DONE ALL I CAN IN HERE. You and me,

Action:

WE COULD DO A LOT BETTER OUT
THERE... FEB 25 2016

Timing:

(FINGER WIGGLE. FOLLOWING PAGE.)

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Production :

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1042 248

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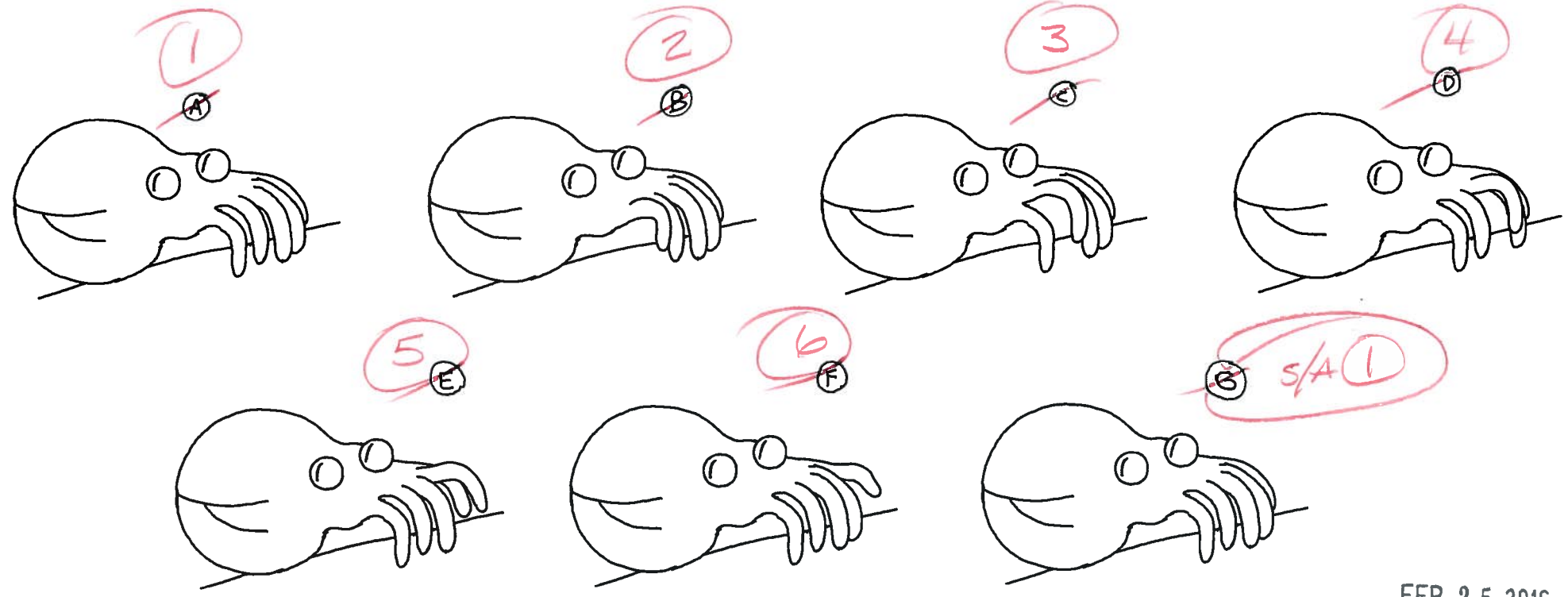
ADVENTURE TIME



SC. 98 CONT

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REF. POSES



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Production :

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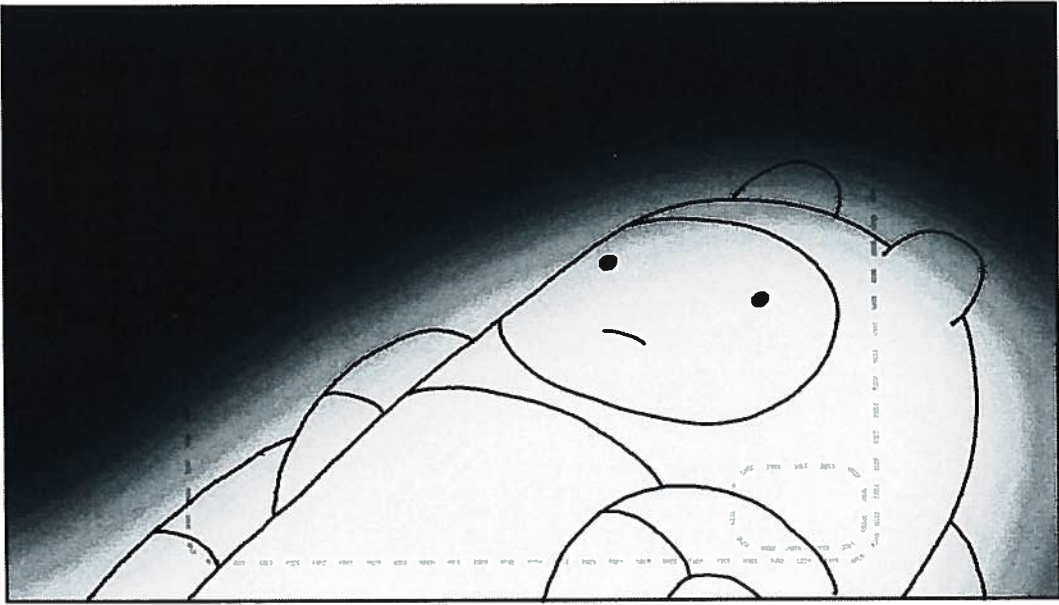


Sc. 99

Pnl. A

Bg.

day night

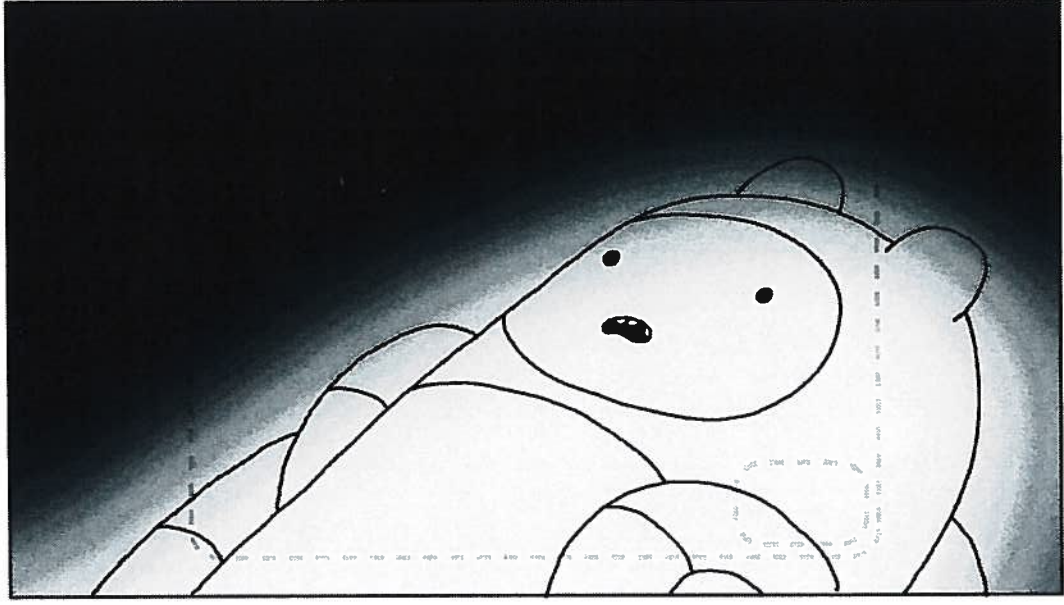


Sc. 99 CONT

Pnl. B

Bg.

day night



Dialog:	(F) I WANT OUT TOO.
Action:	= THINKS = FEB 25 2016
Timing:	

EPISODE # 1042-248

Production :

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ADVENTURE TIME



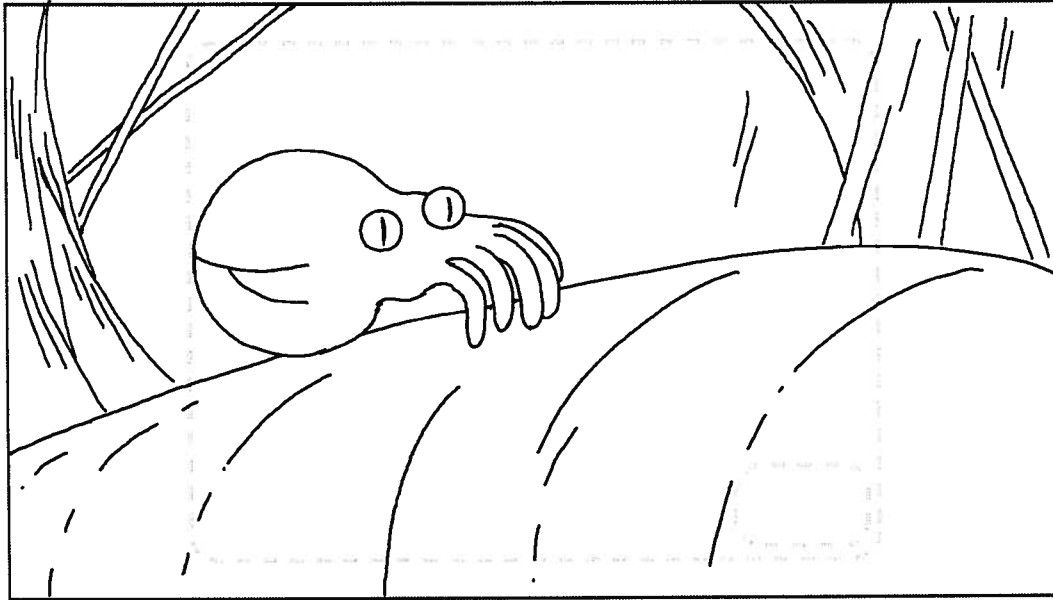
Page 177

Sc. 100

Pnl. A

Bg.

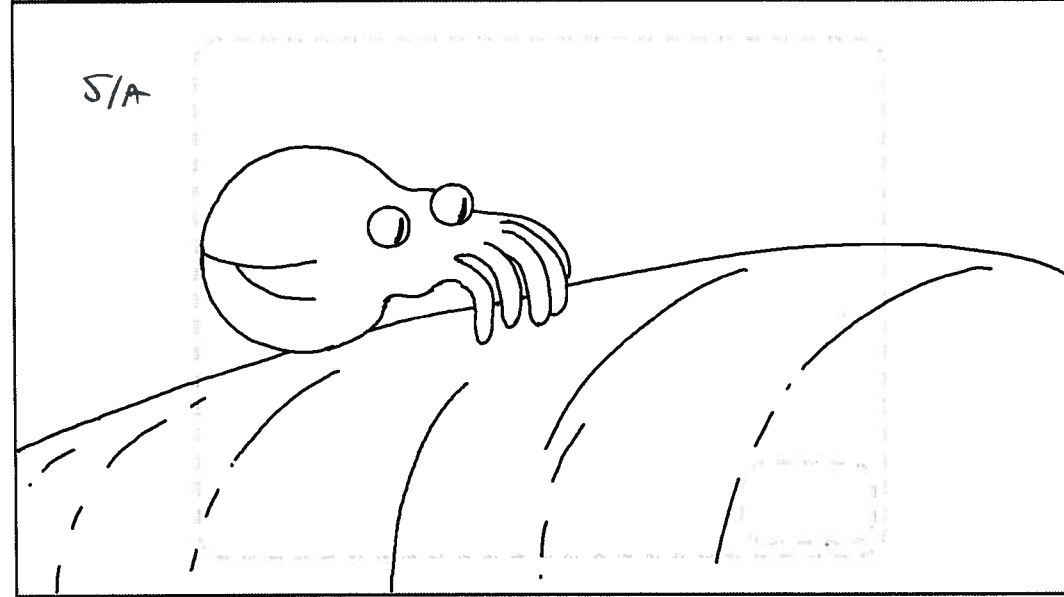
day night



Sc. 100 *CONT* Pnl. B

Bg.

day night



Dialog:

SY YEAH ... LET'S DO IT -

SY

HAHA WAIT, DO YOU MEAN OUT
OF THE SWORD OR OUT OF
THE COCOON?

Action:

- SPIDER LOOKS DOWN AT COCOON.

FEB 25 2016

Timing:

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Production :

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ADVENTURE TIME



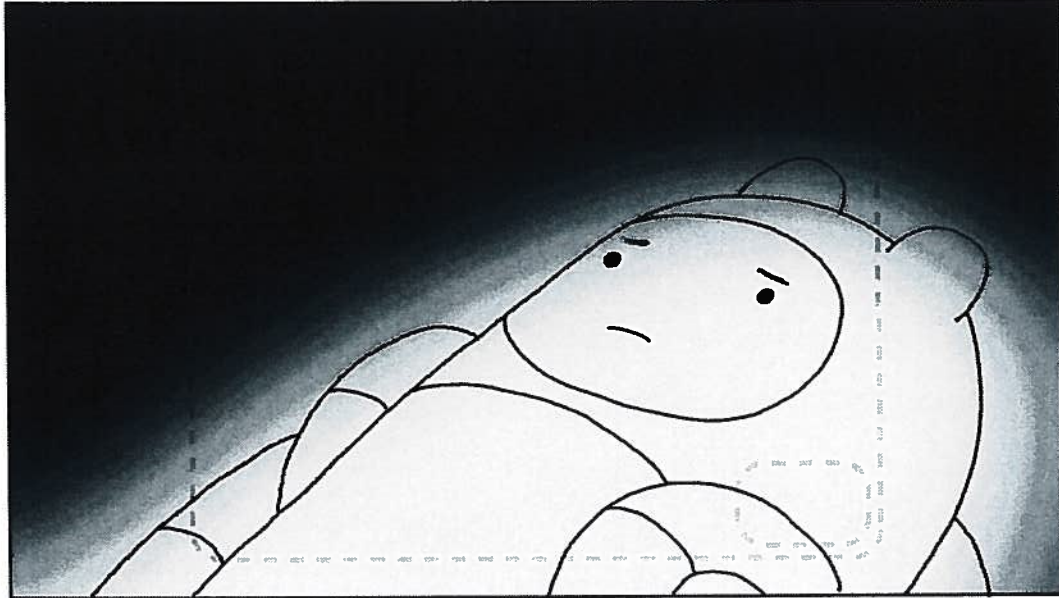
Page 178

Sc. 101

Pnl. A

Bg.

day night

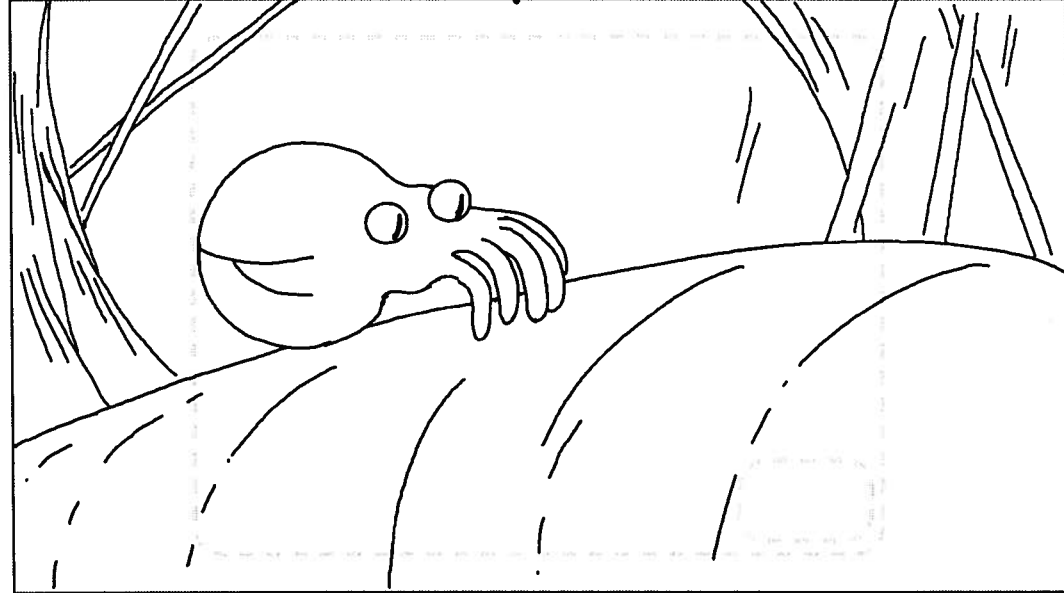


Sc. 102

Pnl. A

Bg.

day night



Dialog:

...

⑤ PAL?

Action:

== BEAT ==

FEB 25 2016

Timing:

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Production :

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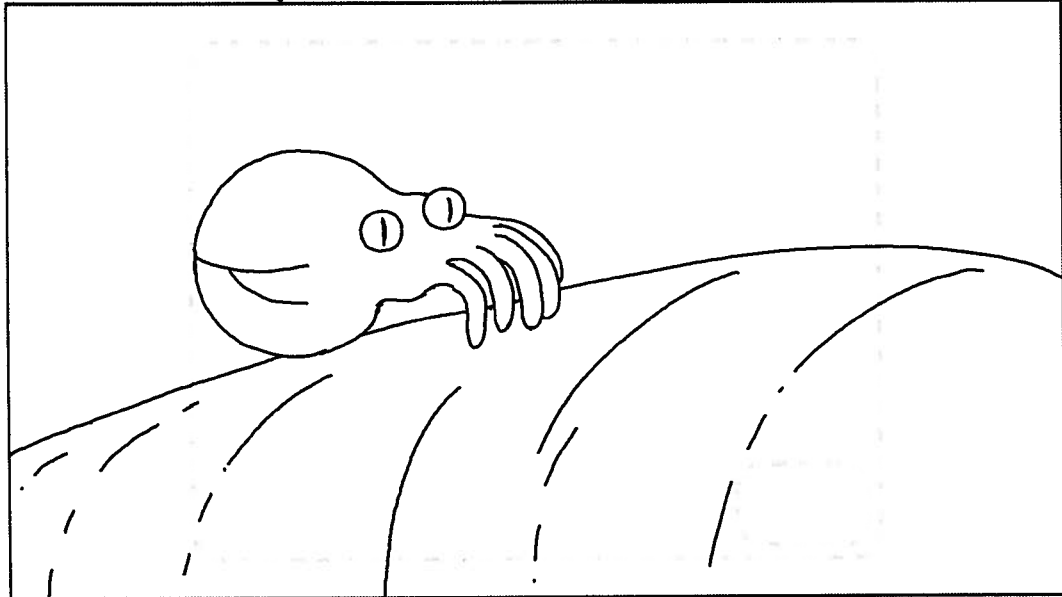
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ADVENTURE TIME



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Sc. 102 *cont* Pnl. B Bg. day night



Sc. 103 Pnl. A Bg. day night



Dialog:
⑤ HA O.K. I GET IT. WHEN WE GET OUT OF HERE LET ME DO THE TALKING.
Action:
Timing:

FEB 25 2016

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Production :

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ADVENTURE TIME

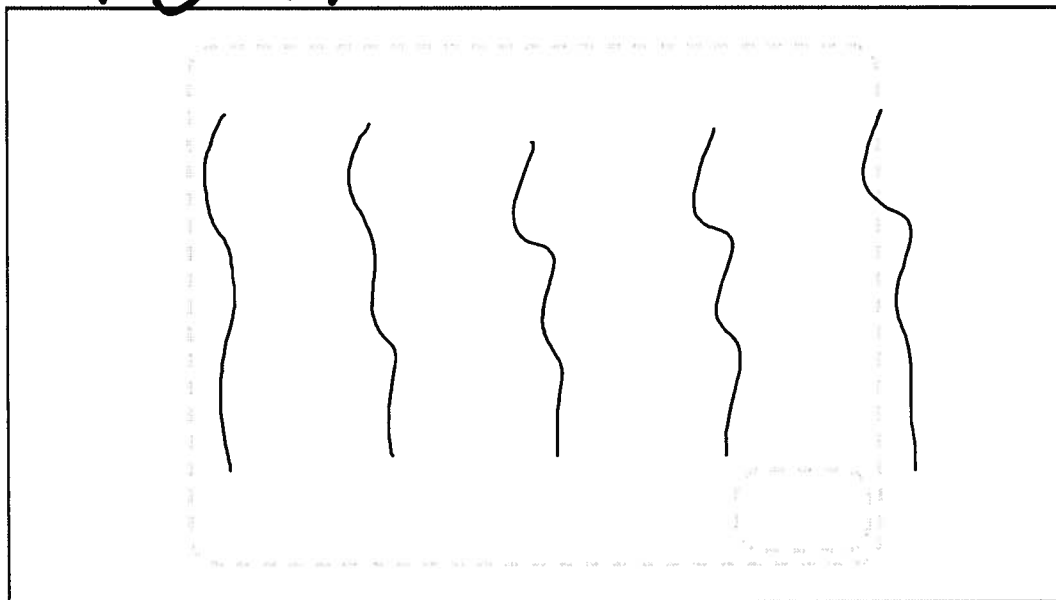


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Sc. 103 cont Pnl. -

Bg. -

day night

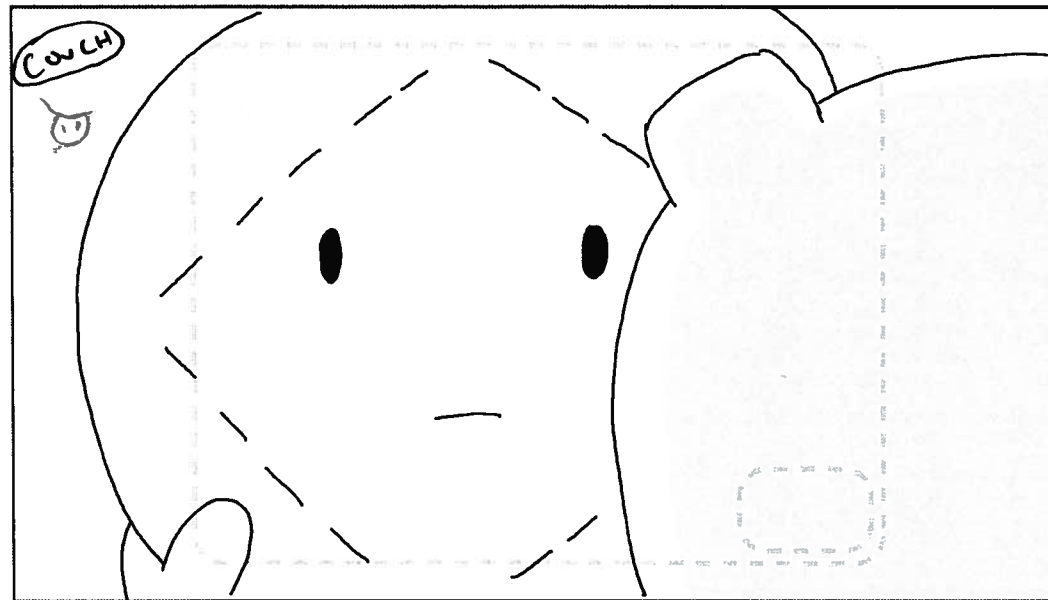


Sc. 104

Pnl. A

Bg.

day night



Dialog:

Action:

FLASHBACK TRANSITION.

- G.F. STARES AT REFLECTION
IN PLATE.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

ADVENTURE TIME

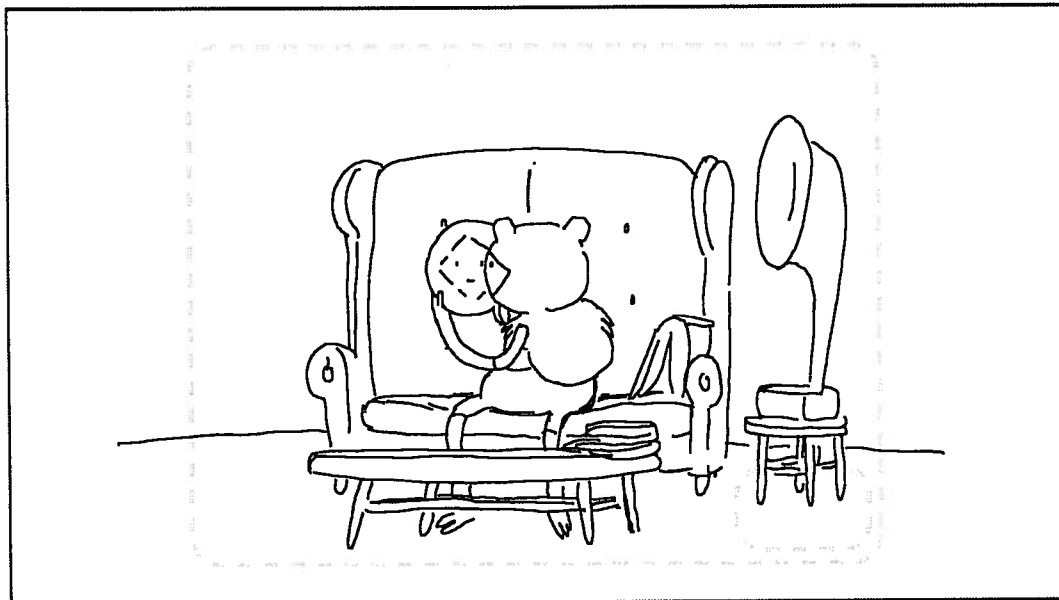


Sc. 10 S

Pnl. A

Bg.

day night

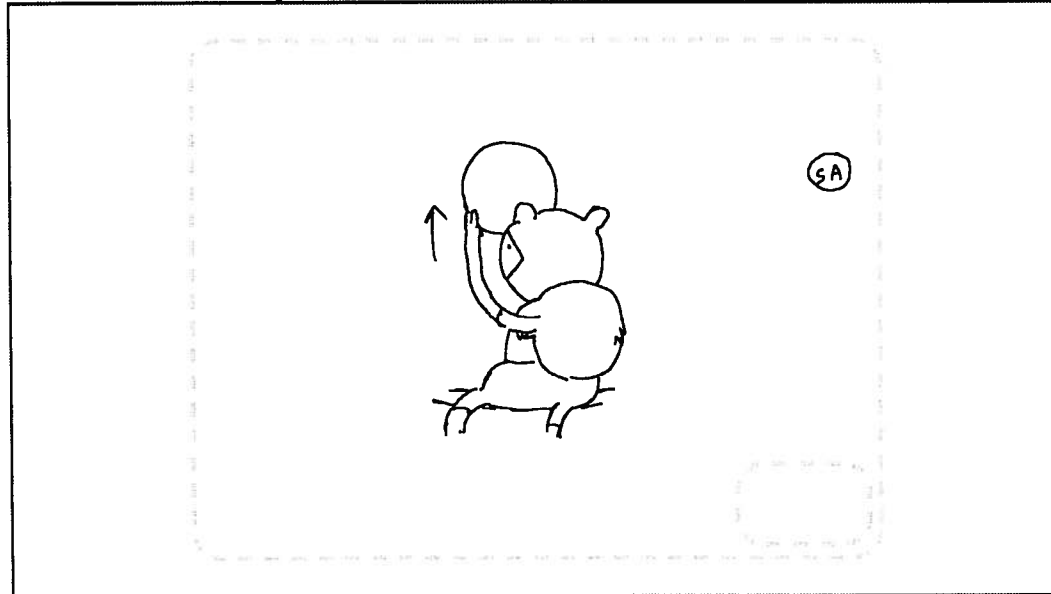


Sc. 10 S *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

- G.F. SLOWLY LIFTS PLATE.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

ADVENTURE TIME

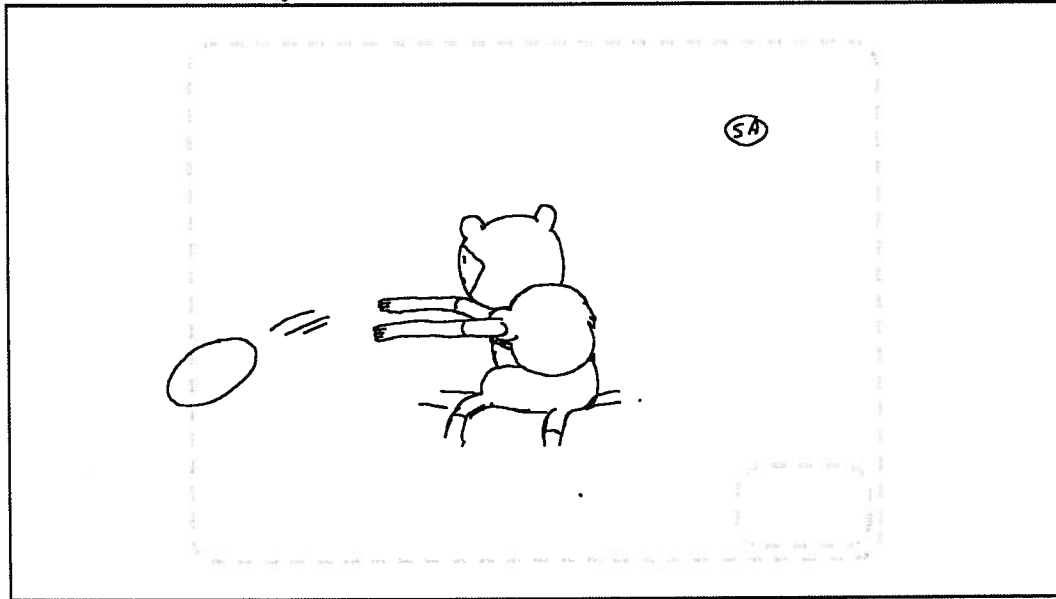


Page 182

Sc. 10 S *cont* Pnl. C

Bg.

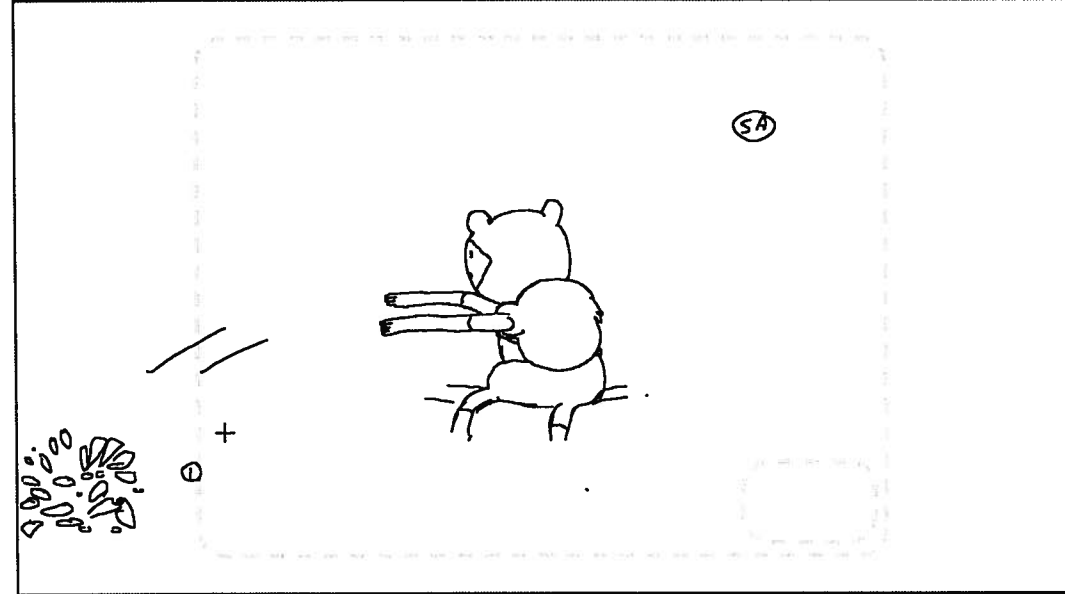
day night



Sc. 10 S *cont* Pnl. D

Bg.

day night



Dialog:

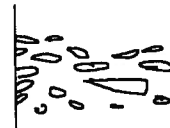
SMASH!

Action:

- G.F. SMASHES PLATE

FEB 25 2016

Timing:



+

⊕

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME

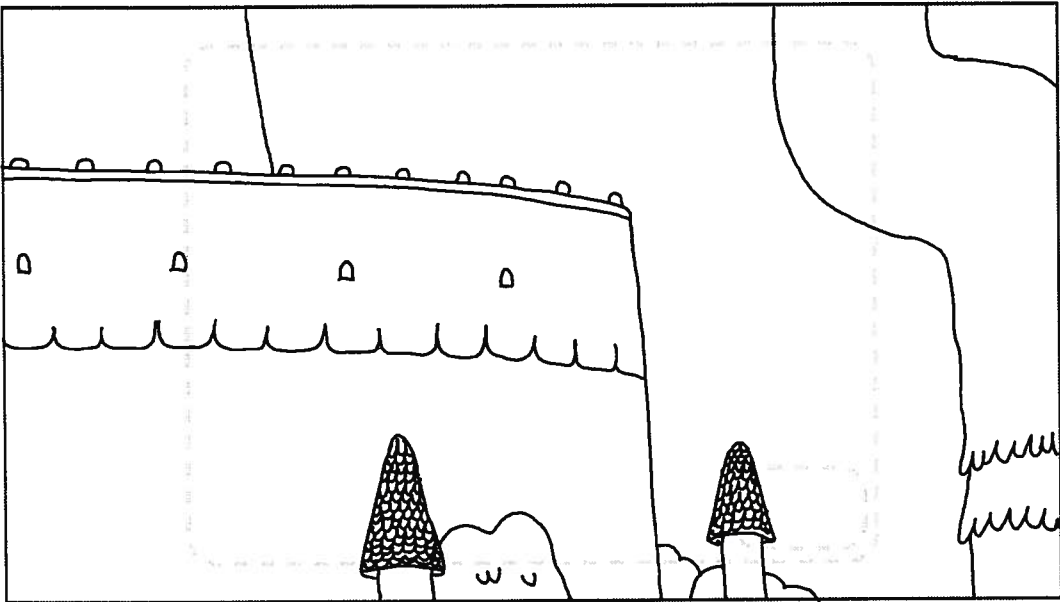


Sc. 106

Pnl. A

Bg.

day night

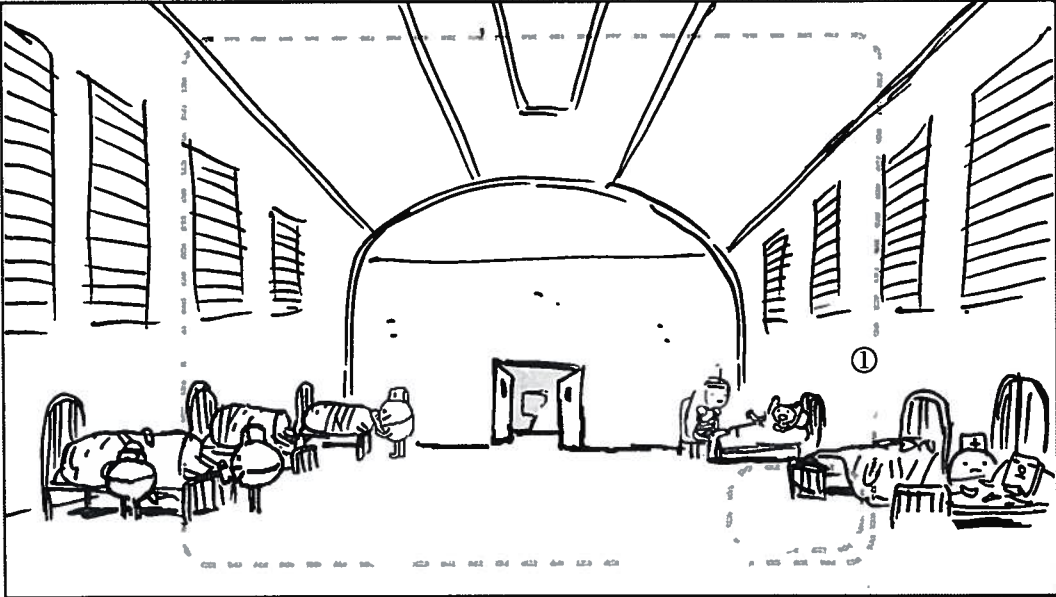


Sc. 107

Pnl. A

Bg.

day night



Dialog:

①... AND THEN "YOU" ASKED ME TO
TAKE IT FROM THE TOP...

Action:

- CANDY KINGDOM INFIRMARY
RE - USE FROM
EARLIER IN THE EP. FEB 25 2016

Timing:



EPISODE # 1042-248

Production :

ADVENTURE TIME



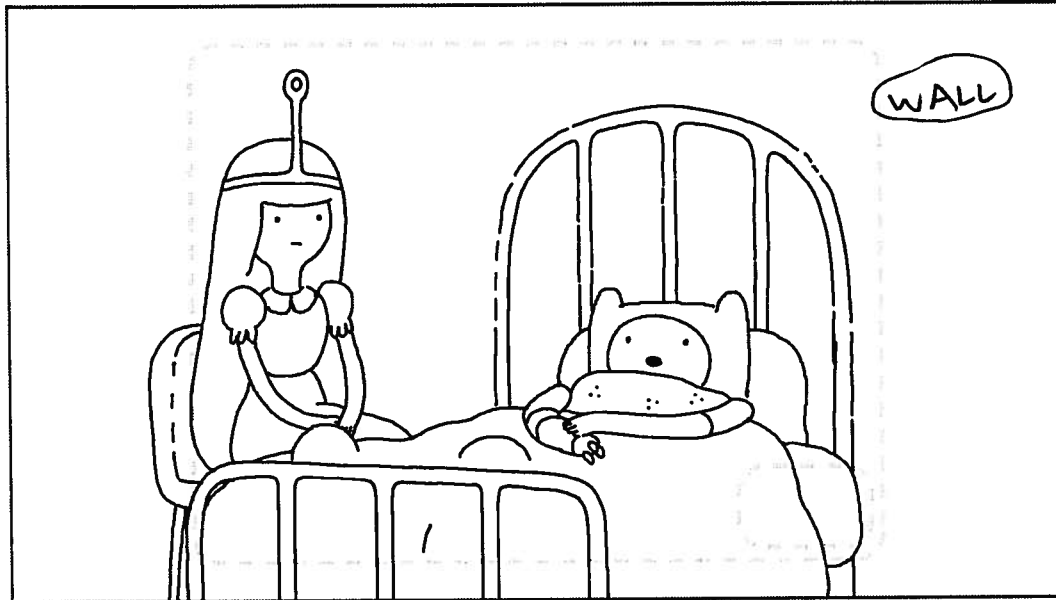
Page 184

Sc. 108

Pnl. A

Bg.

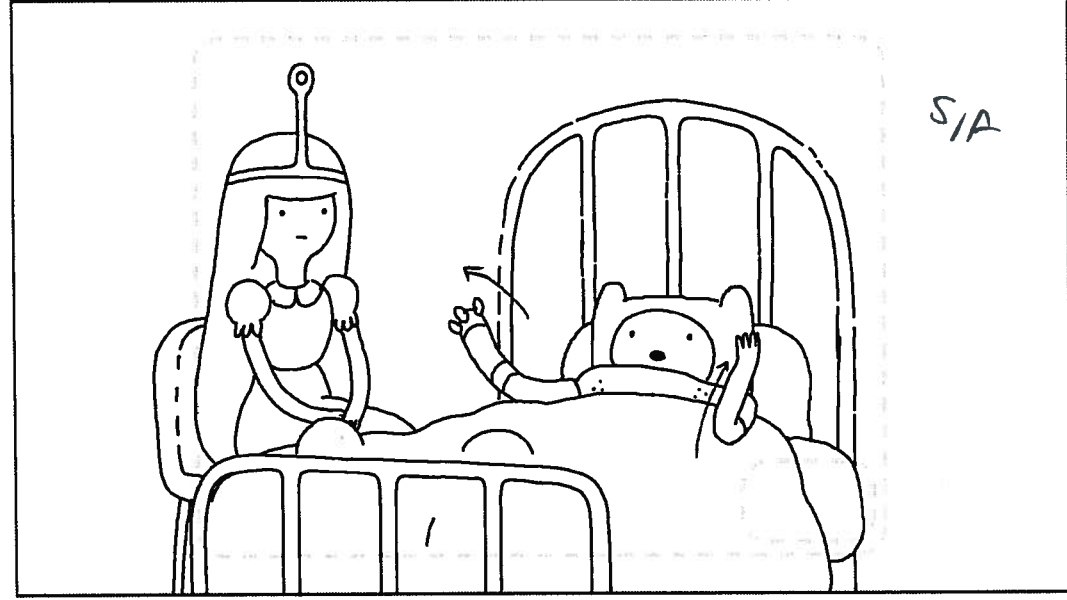
day night



Sc. 108 *cont* Pnl. B

Bg.

day night



Dialog:

Ⓟ SOOOO ... THAT GUY IS DEFINITELY AN ALTERNATE REALITY EVIL DOPPELGÄNGER , RIGHT ?

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

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ADVENTURE TIME

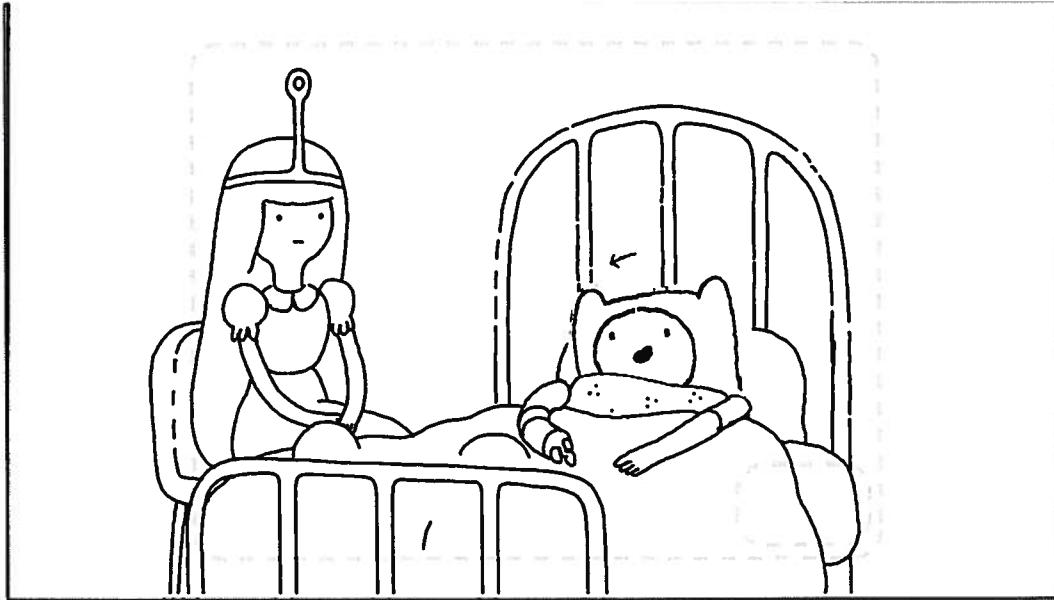


Page 185

Sc. 108 *cont* Pnl. *C*

Bg.

day night

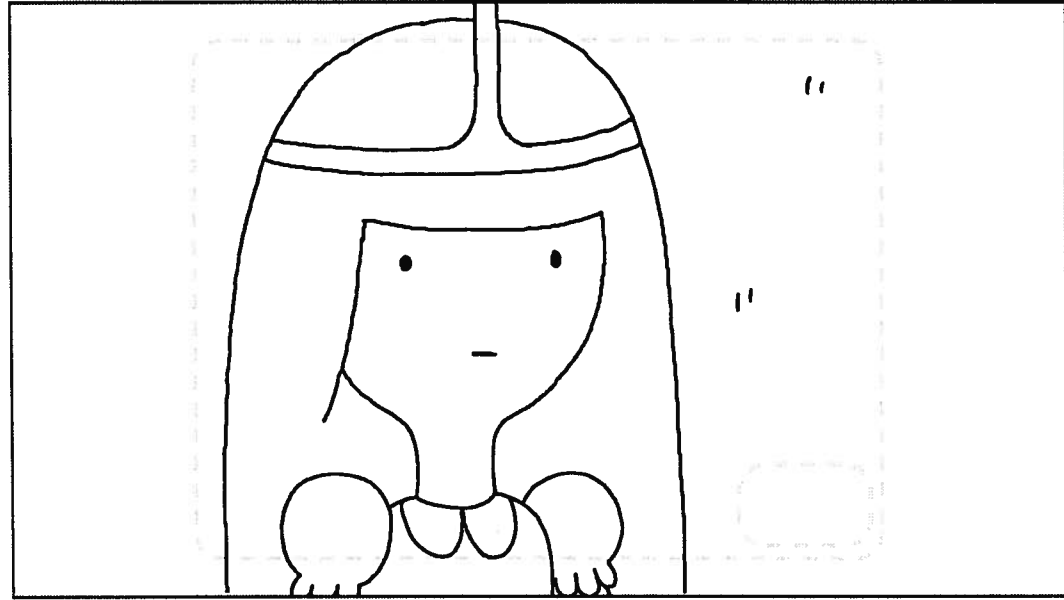


Sc. 109

Pnl. *A*

Bg.

day night



Dialog:

(F) YOU TAUGHT ME THAT WORD.

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME

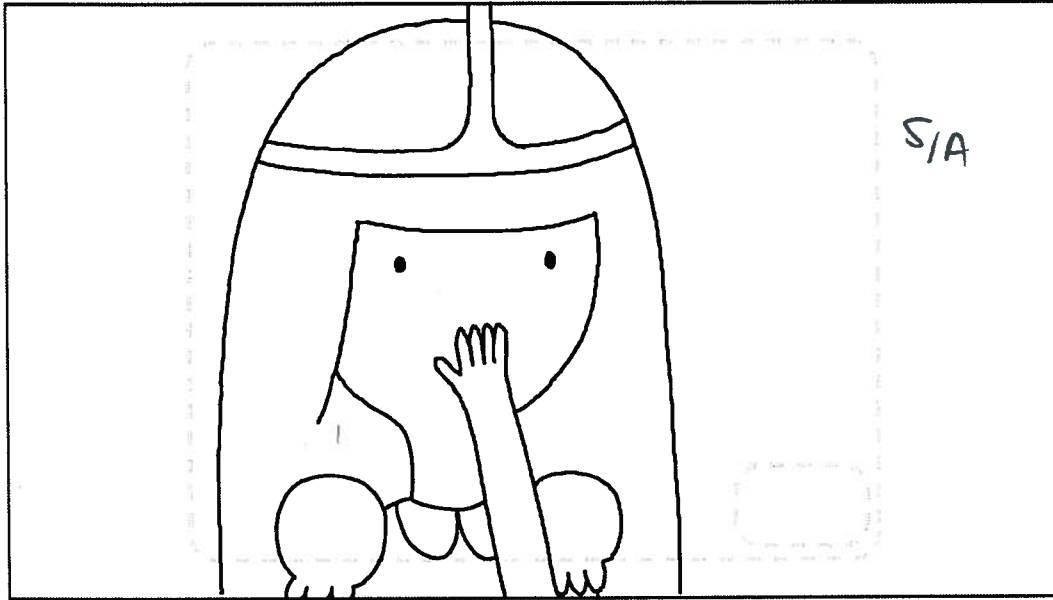


Page 186

Sc. 109 *cont* Pnl. B

Bg.

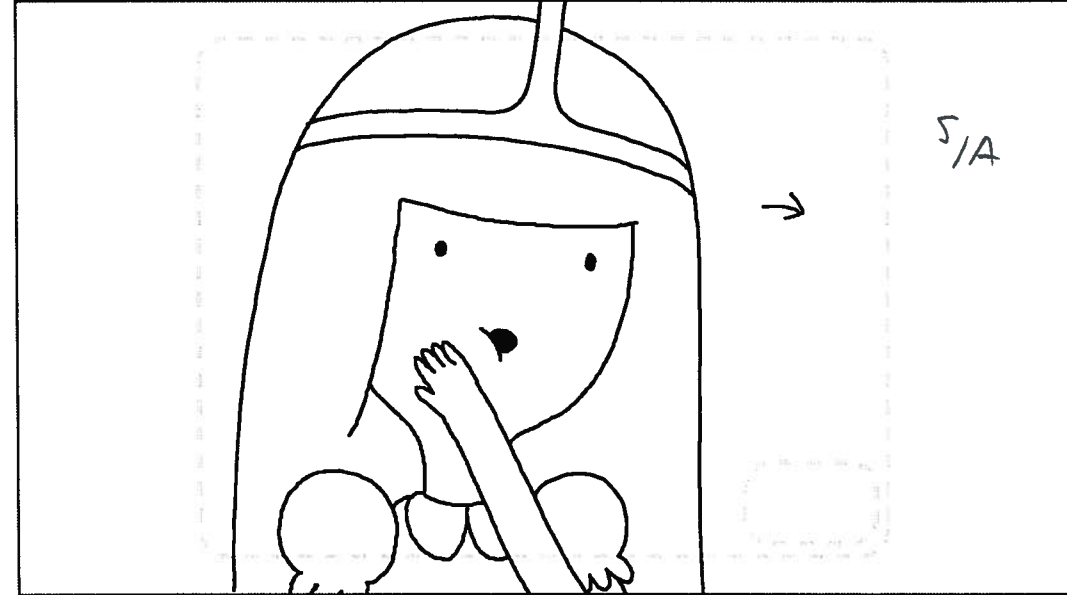
day night



Sc. 109 *cont* Pnl. C

Bg.

day night



Dialog:

(PB) HMM ...

(PB) ... NNO ...

Action:

-PB THINKS.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

1042 248

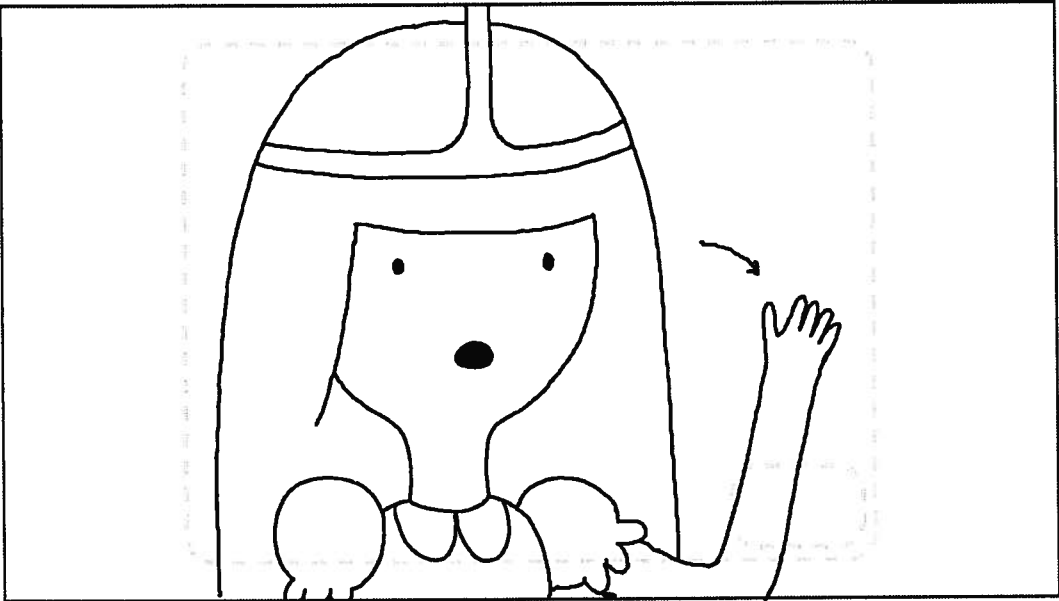
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



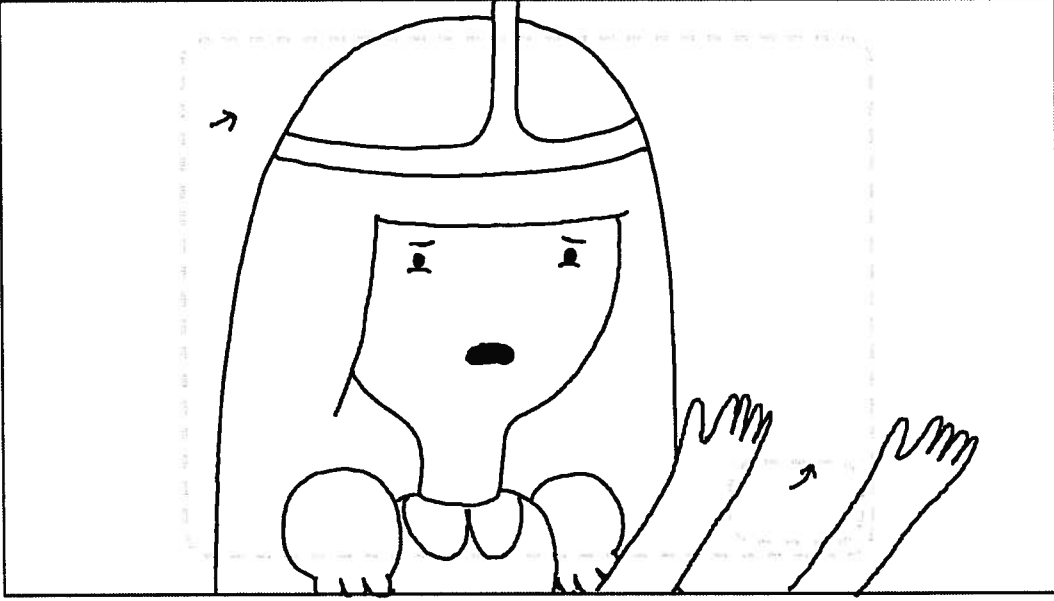
Sc. 109 *cont* Pnl. D Bg.

day night



Sc. 109 *cont* Pnl. E Bg.

day night



Dialog:	
(PB) HE'S NOT EVEN FROM A DIFFERENT TIMELINE.	(PB) FINN, HE'S JUST <u>YOU</u> .
Action:	
FEB 25 2016	
Timing:	

1042-248
EPISODE #
Production :

1042 248

1042 248

ADVENTURE TIME



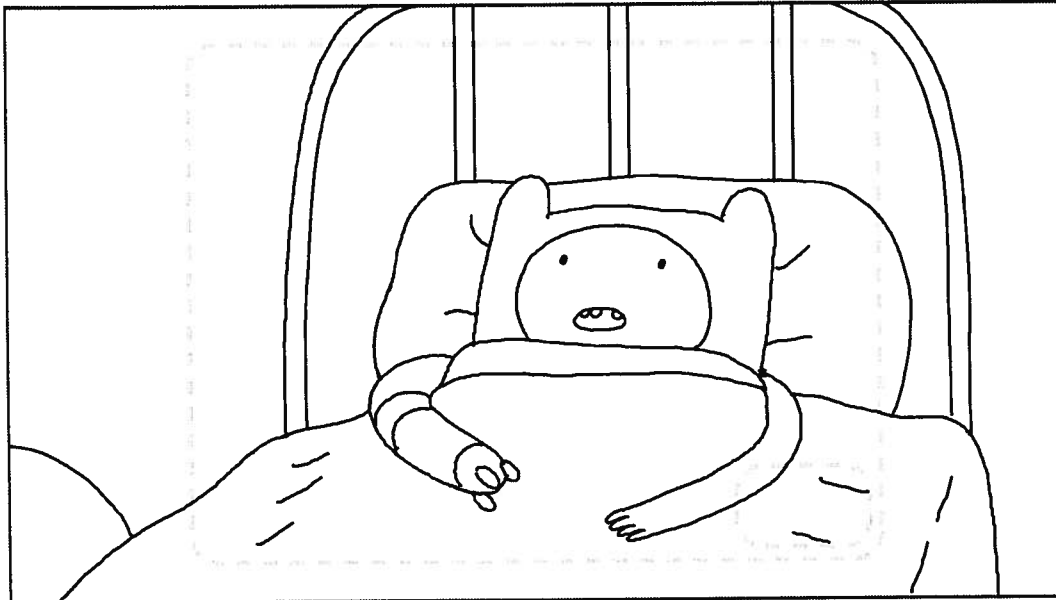
Page 188

Sc. 110

Pnl. A

Bg.

day night

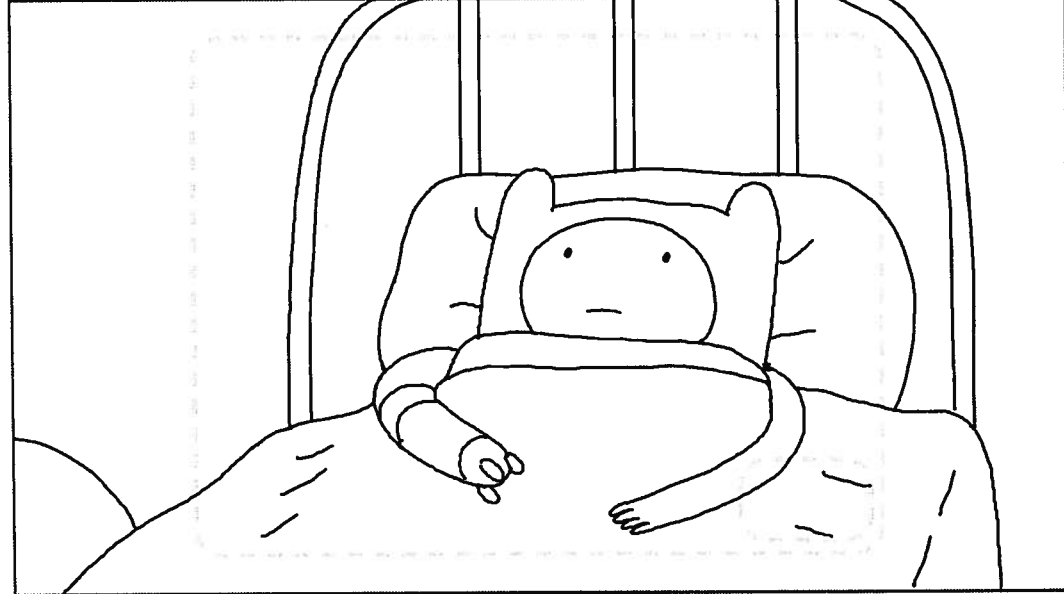


Sc. 110 *cont*

Pnl. B

Bg.

day night



Dialog:

ⓔ YEAH, YOU SAY THAT,
BUT *I'M* ME .50 HE'S -

ⓖFX ≡ RING RING ≡

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

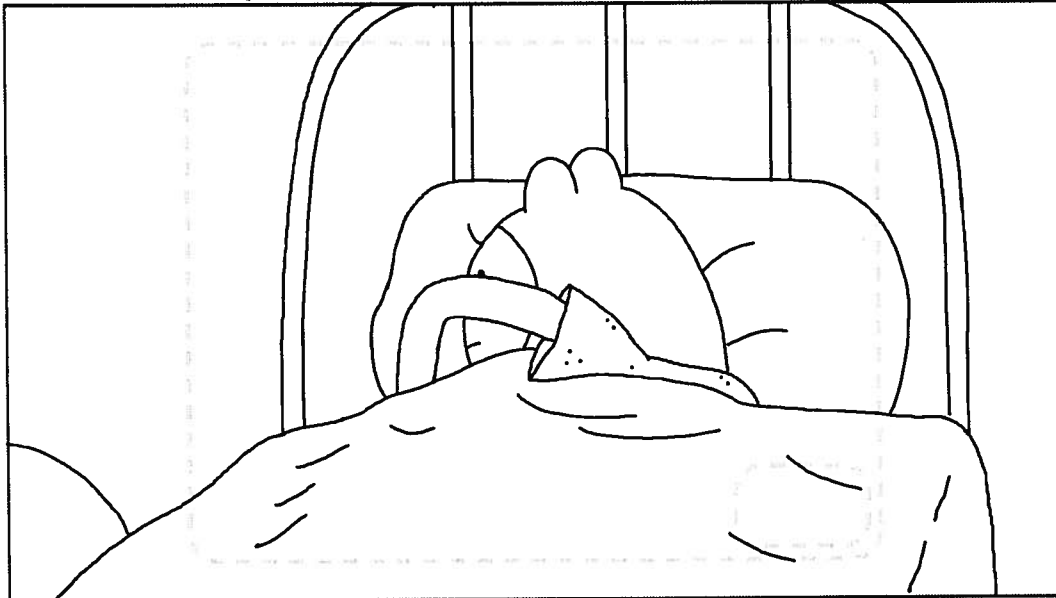
1042 248

ADVENTURE TIME

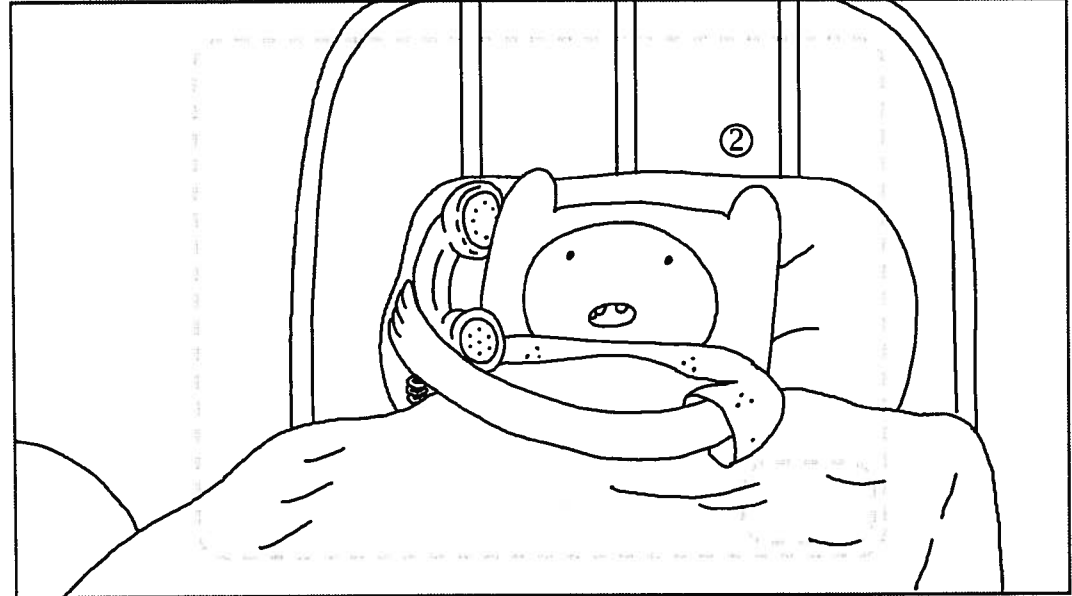


Page 189

Sc. 110 *CONT* Pnl. C Bg. day night



Sc. 110 *CONT* Pnl. D Bg. day night



Dialog:

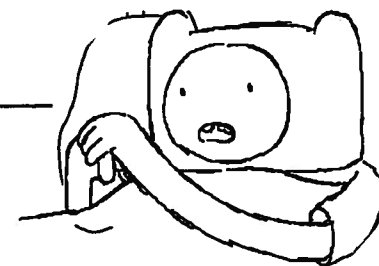
~~SFX~~ RING RING

~~F~~ BMO?

Action:

- F. REACHES UNDER COVERS TO PULL OUT PHONE.

Timing:



①
FEB 25 2016

EPISODE # 1042-248

1042 248

Production :

1042 248

ADVENTURE TIME



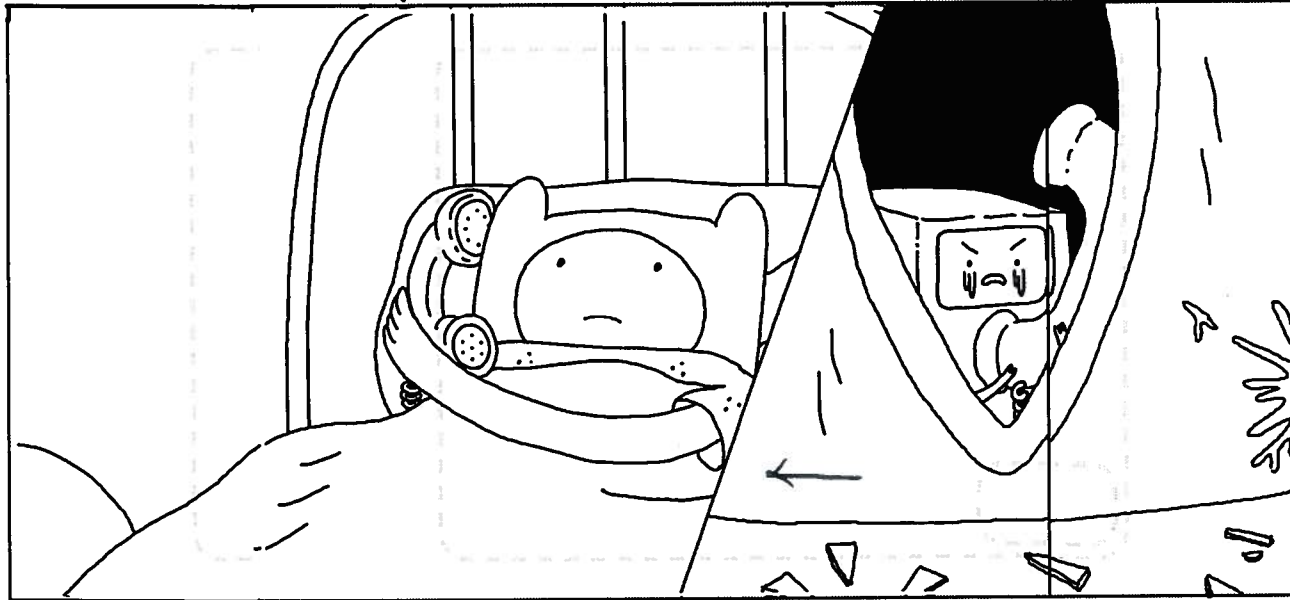
Sc. 110 *CONT*

Pnl. E

Bg.

day night

Page *190*
190A NEXT
day night



Dialog:

(BMO) NEWS FLASH, HOTSHOT.
- YOU'RE IN THE HOUSE
- AND YOU'RE MADE OUT OF GRASS
- AND YOU'RE BREAKING MY CHINA
- AND I'M SCARED!!!!

Action:

(SFX) SMASHING PLATES.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

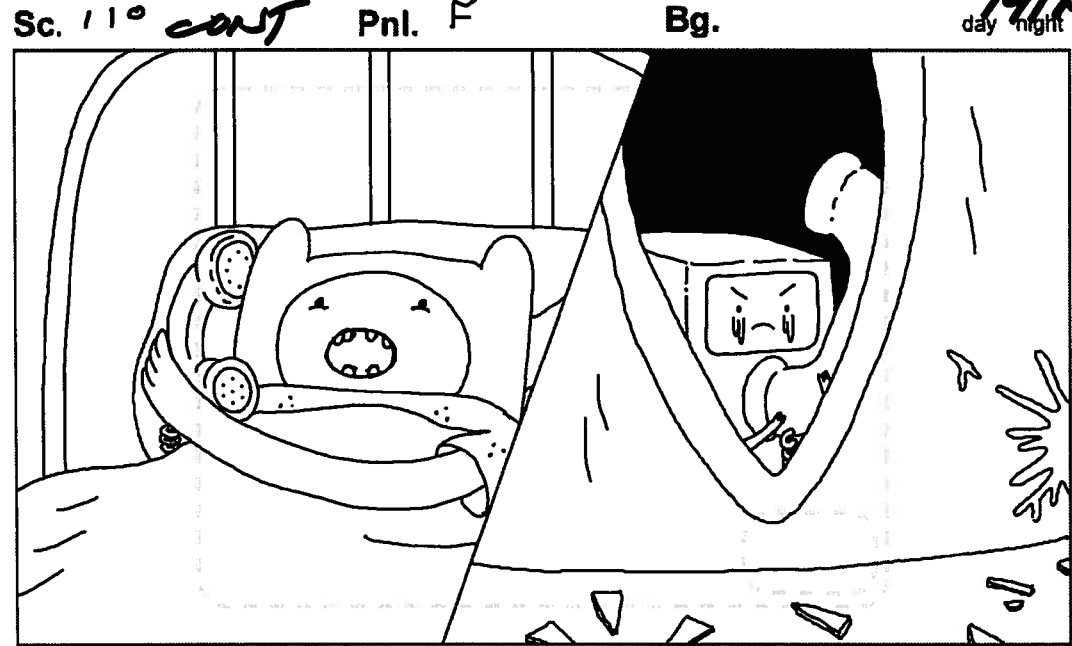
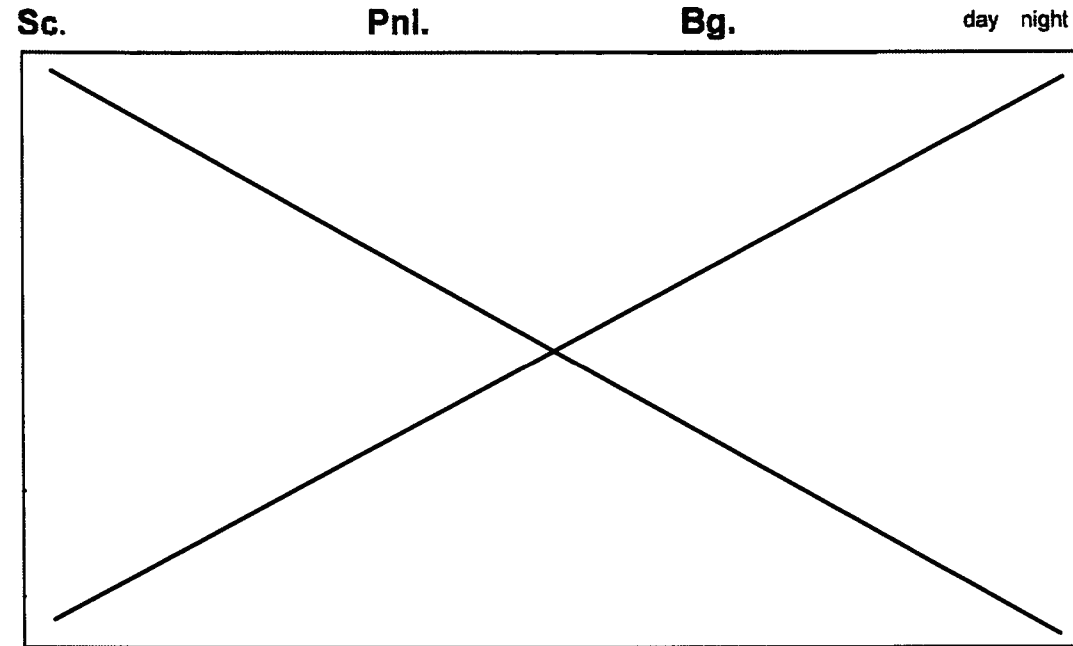
1042 248

1042 248

ADVENTURE TIME



Page 190A
191 NEXT
day night



Dialog:
<p>(SFX) (E) WHAT!?! SMASHING PLATES.</p>
Action:
<p>FEB 25 2016</p>
Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME

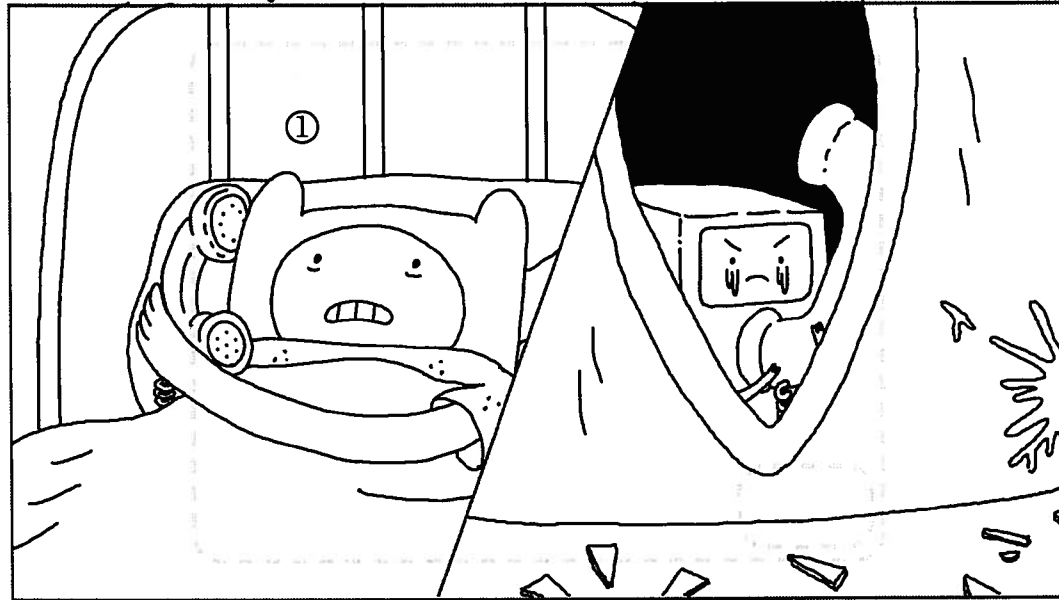


Page 191

Sc. 110 *CONT* Pnl. G

Bg.

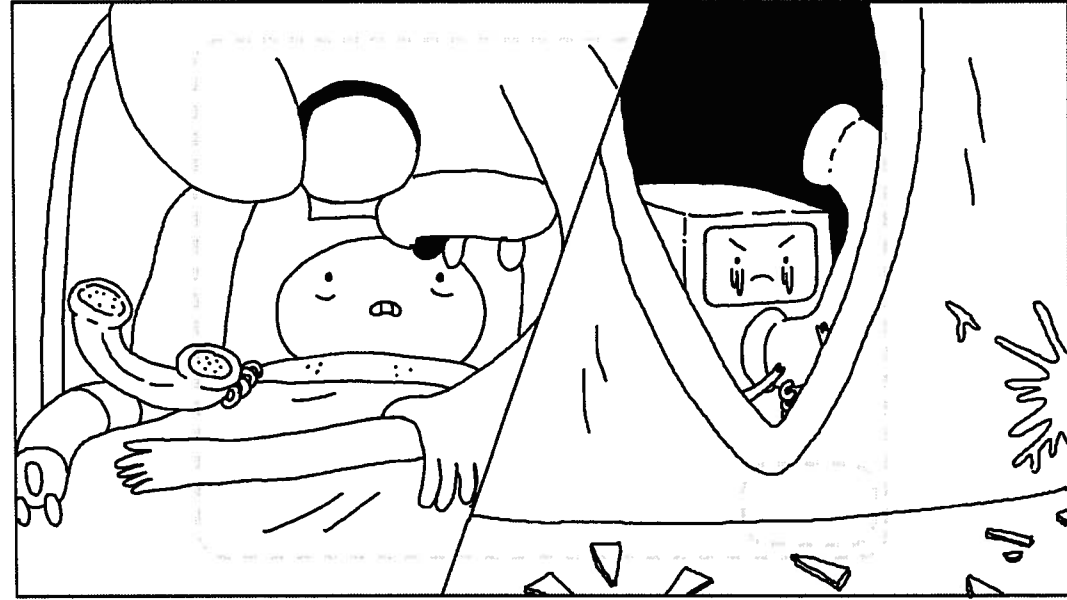
day night



Sc. 110 *CONT* Pnl. H

Bg.

day night



Dialog:

JAKE'S FOOTSTEPS * THUP THUP THUP THUP

Q THIS grass GUY'S SCARIN' BMO!!!

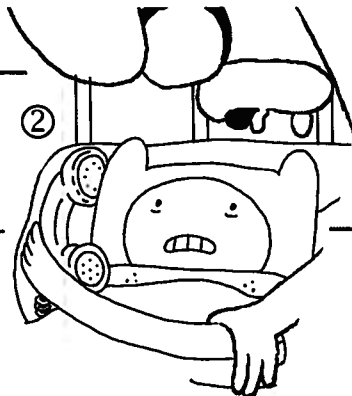
Action:

-F. WINCES

-J. GRABS FINN'S ARM.

FEB 25 2016

Timing:



1042-248
EPISODE #

Production :

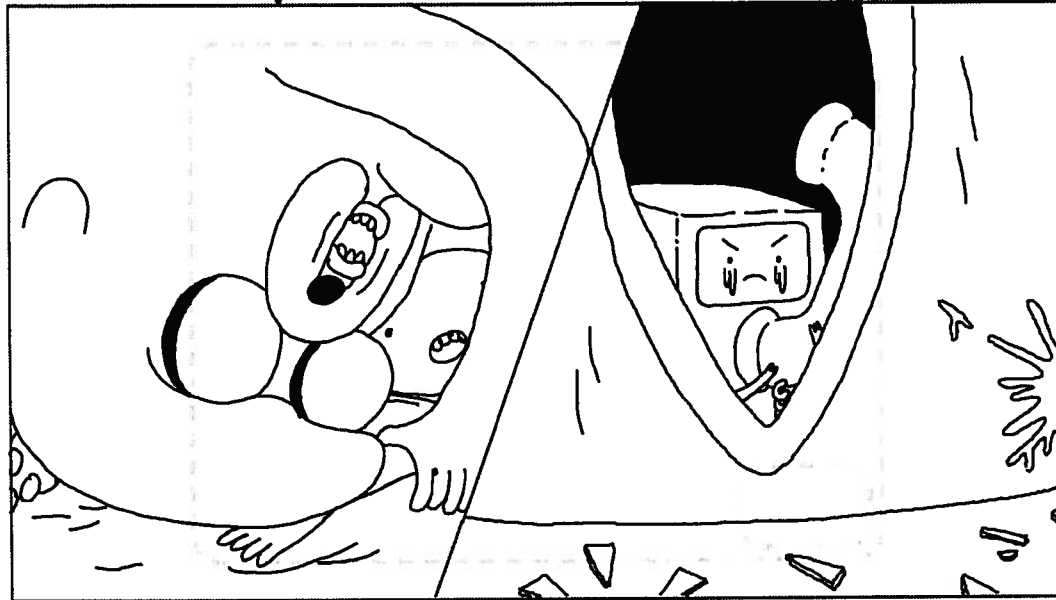
1042 248

ADVENTURE TIME

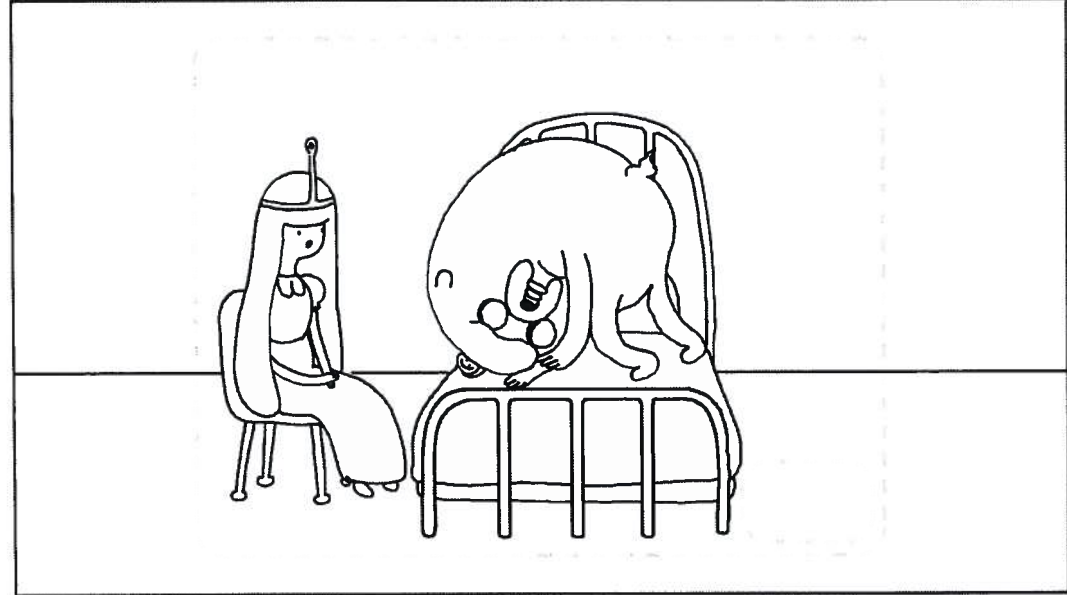


Page 192

Sc. 110 *CONT* Pnl. I Bg. day night



Sc. 111 Pnl. A Bg. day night



Dialog:	<i>① LET'S GET HIM!!!</i>
Action:	FEB 25 2016
Timing:	

1042-248

EPISODE #

Production :

1042 248

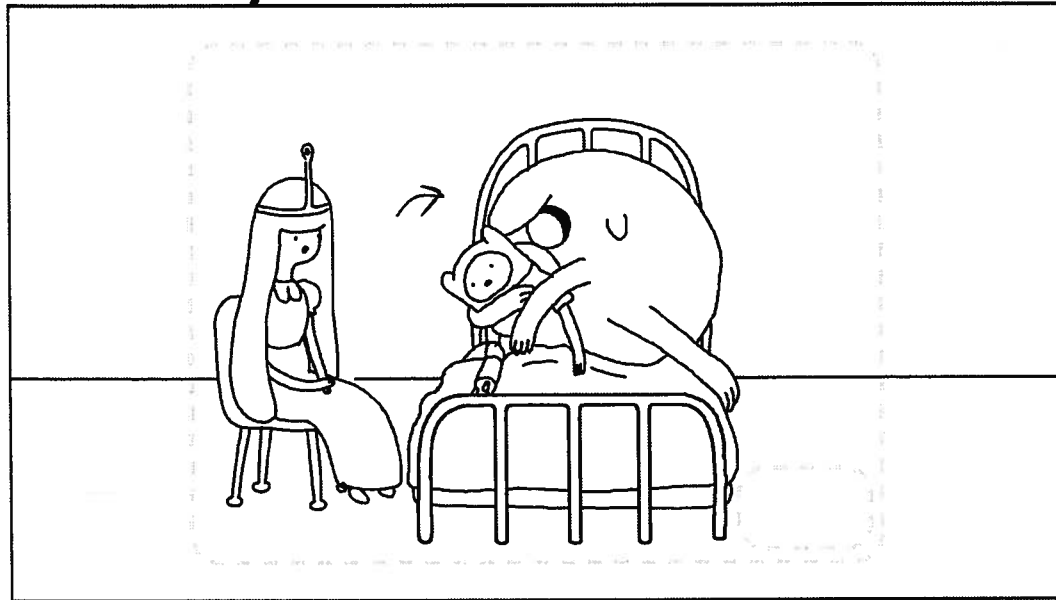
1042 248

ADVENTURE TIME

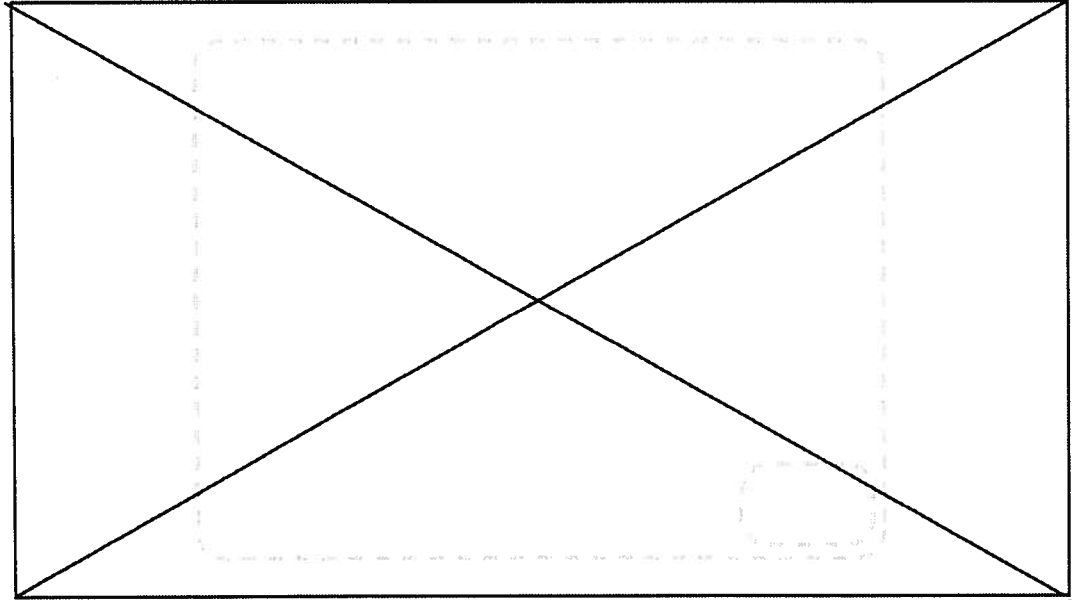


Page 193

Sc. 111 cont Pnl. B Bg. day night



Sc. / Pnl. / Bg. / day night



Dialog:	
Action:	-J. GRABS FINN.
Timing:	FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

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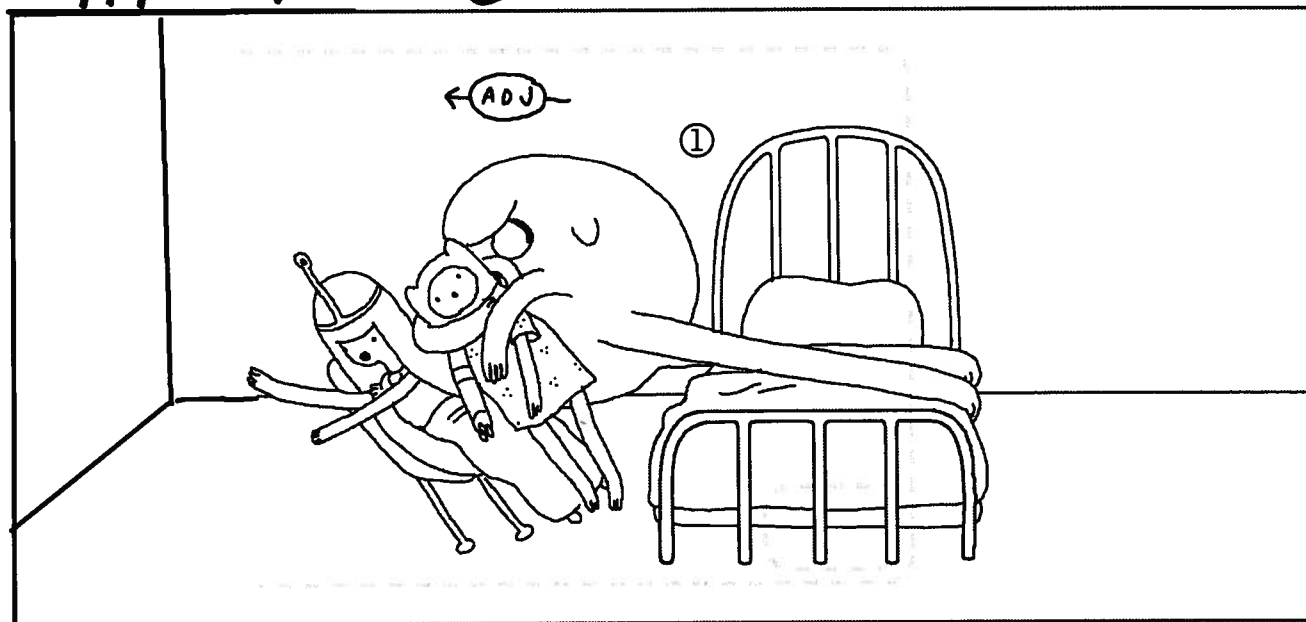
Page 194

Sc. III CONT

Pnl. *e*

Bg.

day night



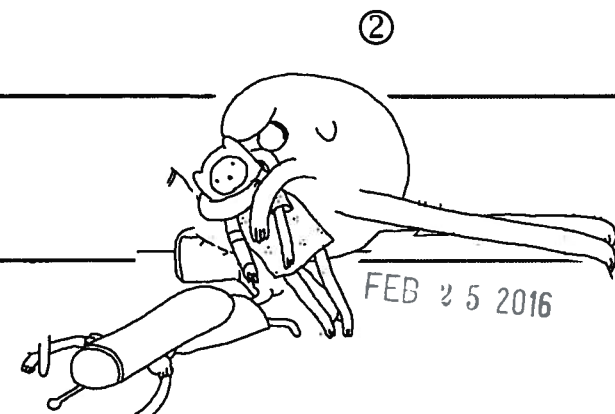
Dialog:

Q WAUGH,

Action:

- J. STRETCHES/ANTICS LEFT. HE KNOCKS
PB OVER. -PAN W/ JAKE.

Timing:



FEB 25 2016

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EPISODE #

1042 248

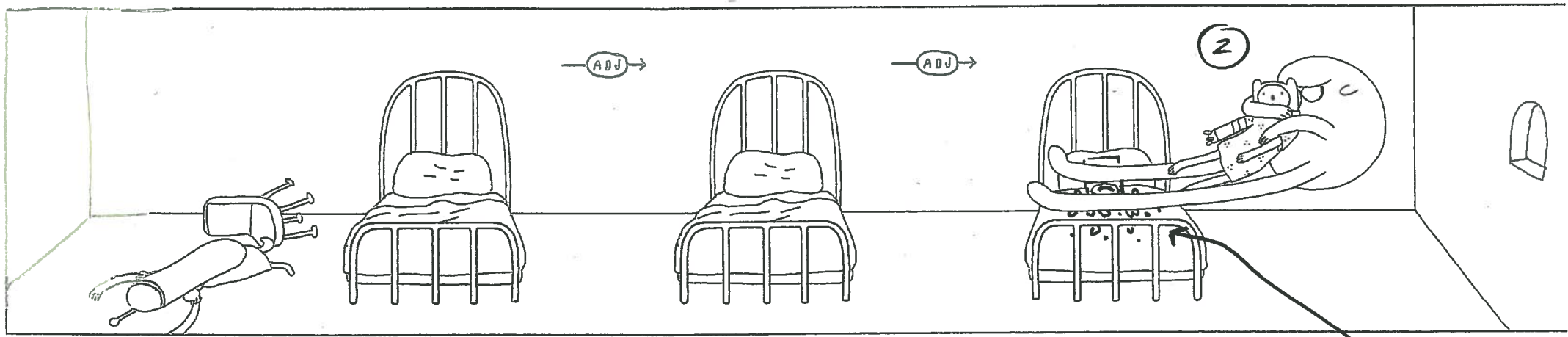
Production :

1042 248

ADVENTURE TIME



SC. 111 CONT PNL.D

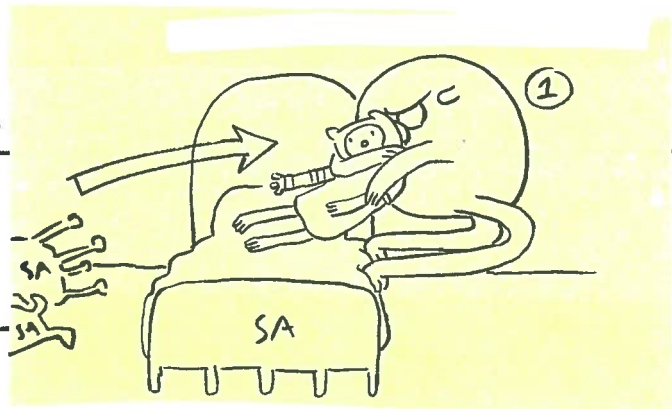


FEB 25 2016

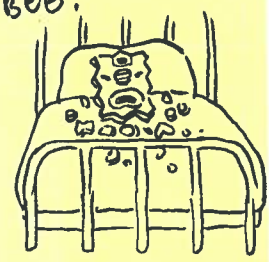
① WA U U G G H H H !!!

Action: - J. SLINGHOTS RIGHT
+ PAN W/ ACTION.

Timing: NOTE: ANIMATE THROUGH
POSE ①.



NOTE: RATTLE BALLS
LAYING SHATTERED
IN 3RD BED.



Production :

1042 248

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1042 248

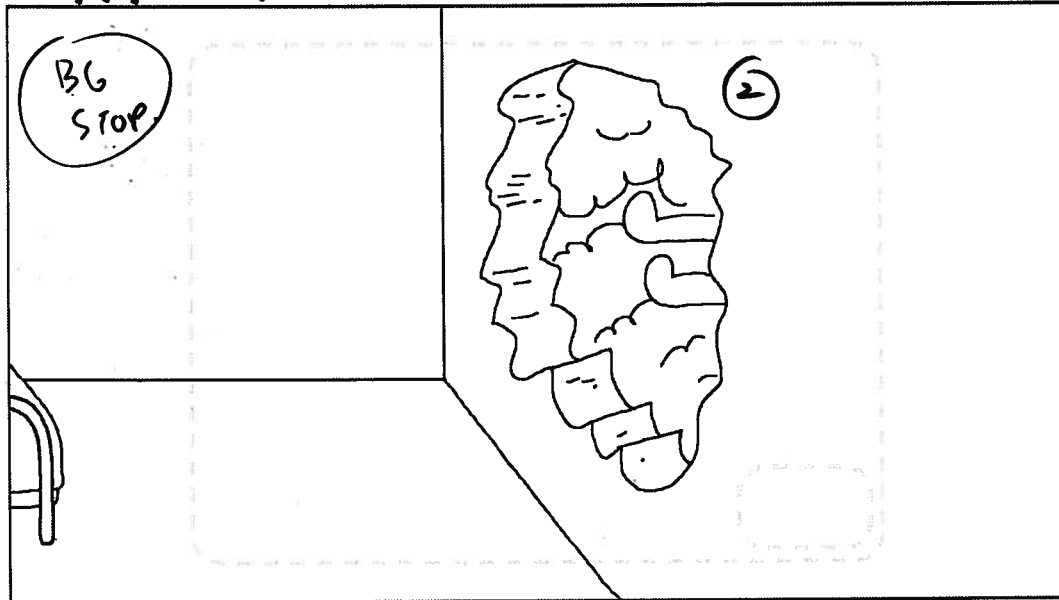
1042 248

ADVENTURE TIME

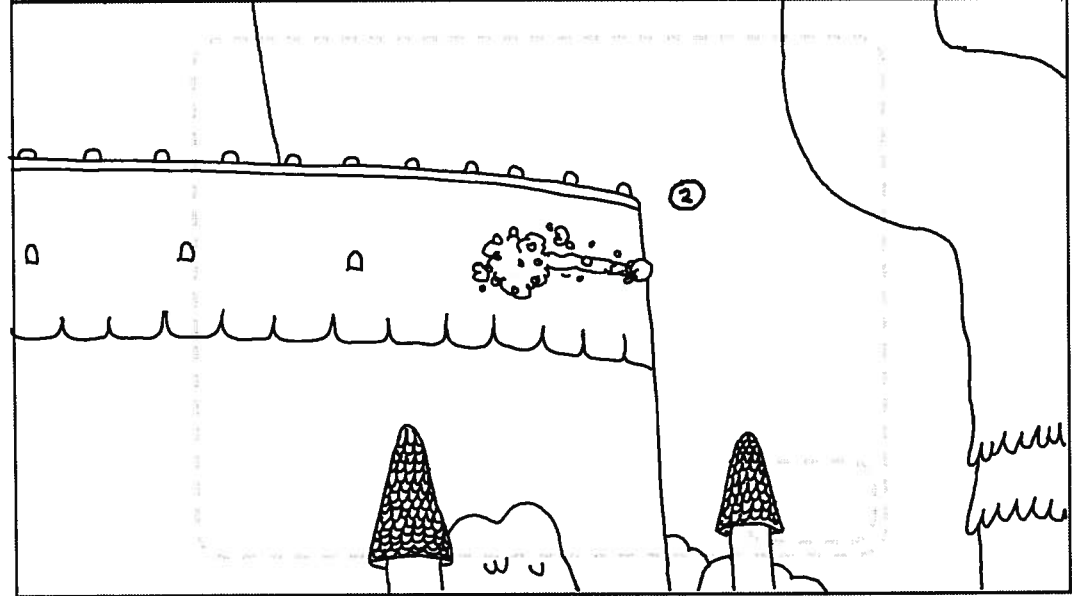


Page **196**

Sc. **111 cont** Pnl. **E** Bg. day night



Sc. **112** Pnl. **A** Bg. day night



	<p>SMAASH!</p>	
	<p>-J. SMASHES THROUGH WALL.</p>	
	<p>NOTE: ANIMATE THROUGH POSE ②</p>	<p>① FEB 25 2016</p>

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME

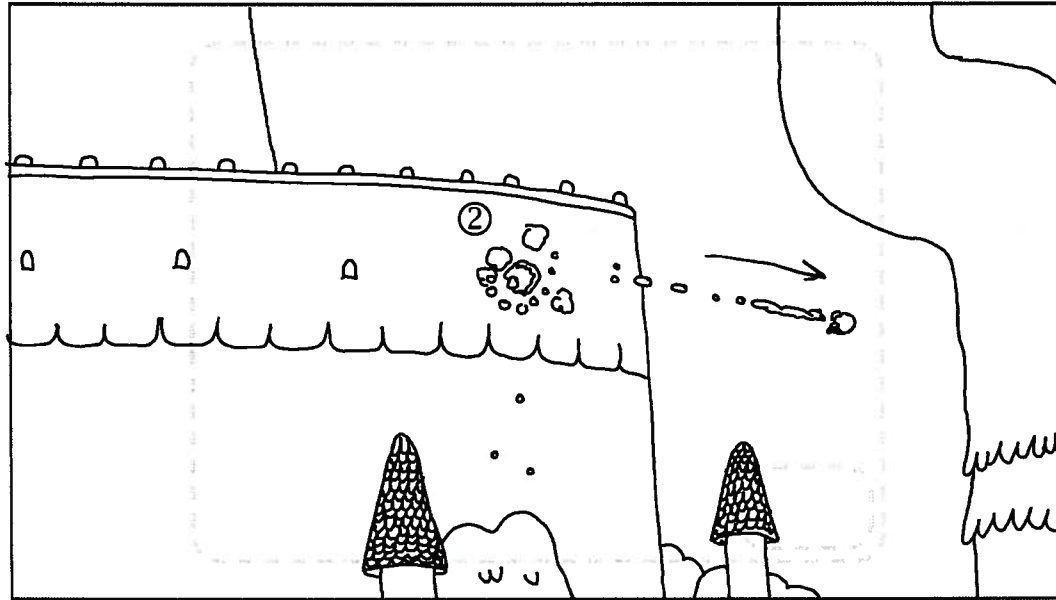


Page 197

Sc. 112 *cont* Pnl. 8

Bg.

day night

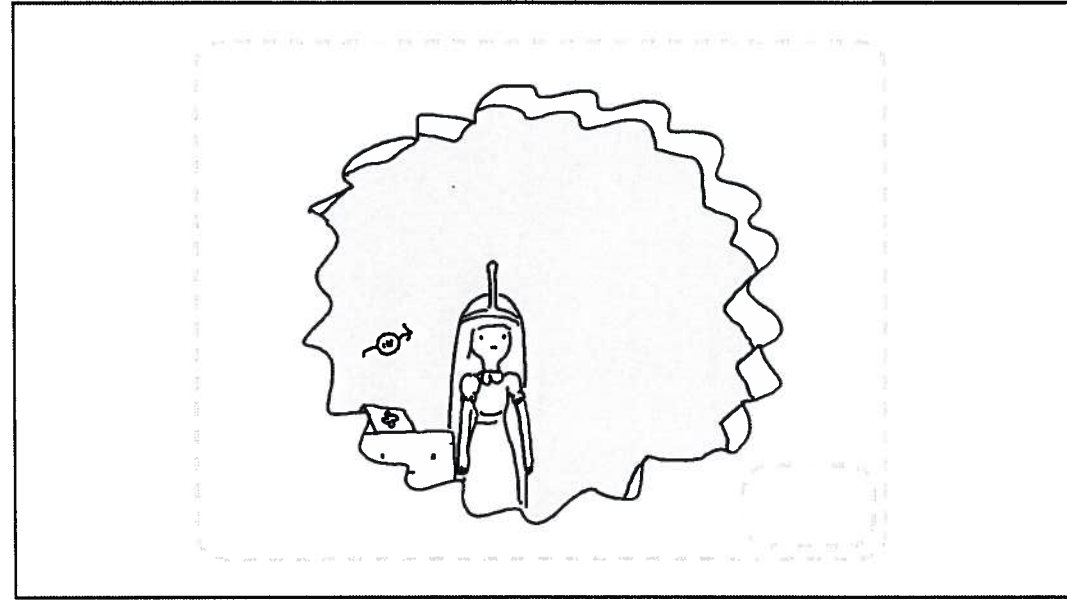


Sc. 113

Pnl. A

Bg.

day night



Dialog:

Action:



-NURSE POUNDLAKE WALKS ON, S.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME



Page **198**

Sc. 113 *CONT* Pnl. 8

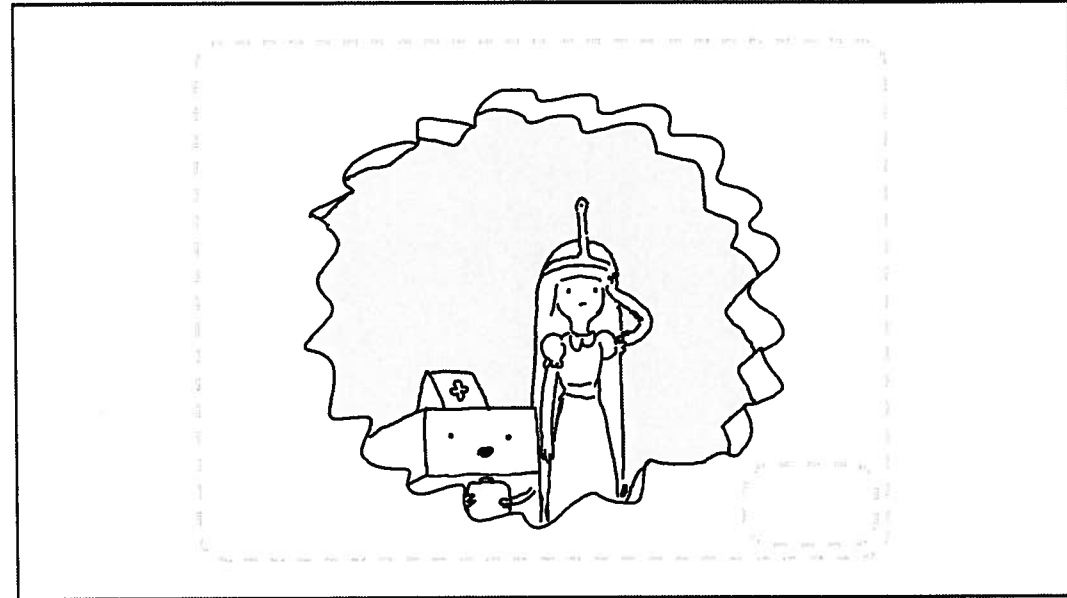
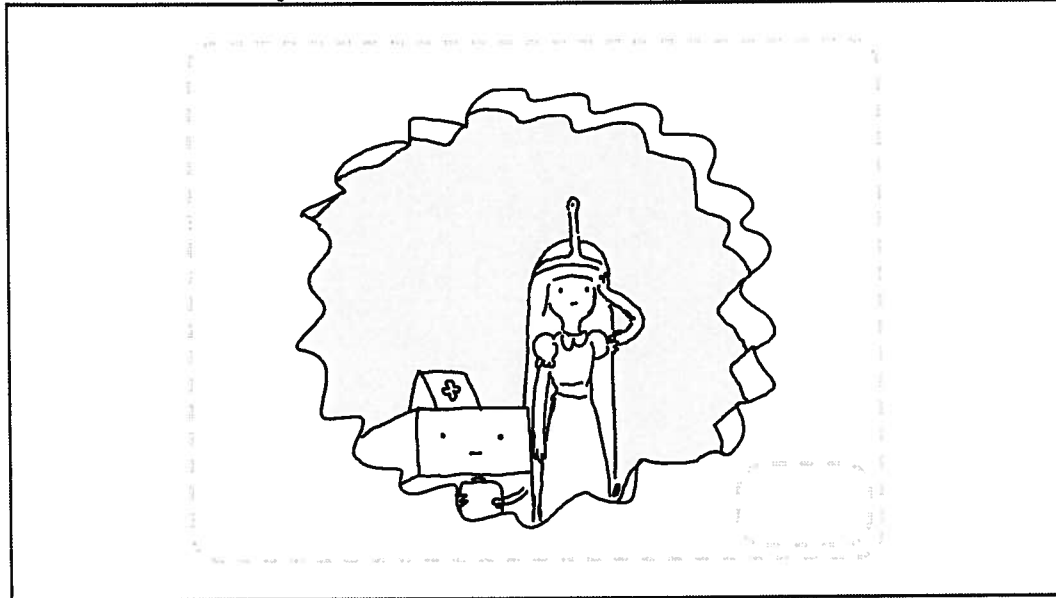
Bg.

day night

Sc. 113 *CONT* Pnl. C

Bg.

day night



Dialog:

NURSE
POUNDCAKE:

I'VE GOT A CRUSH ON
JAKE .

Action:

Timing:

FEB 25 2016

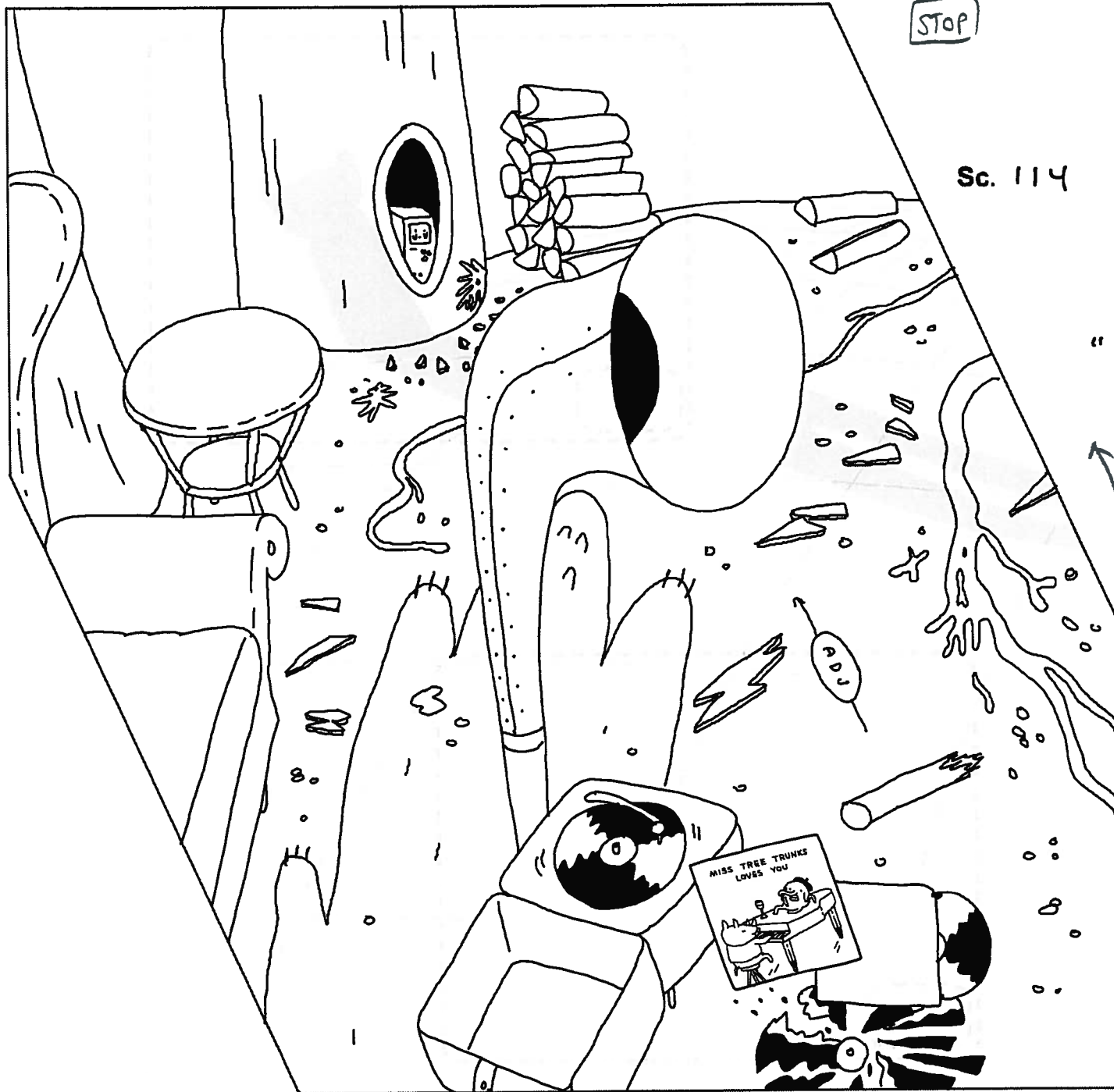
EPISODE # 1042-248

Production :

1042 248

1042 248

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STOP

Sc. 114

Pnl. A

Bg.

day night

♪
TREE TRUNKS : (SINGING)

" THE WORLD IS WAITING FOR A SUNRISE "



START



FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

Page 199

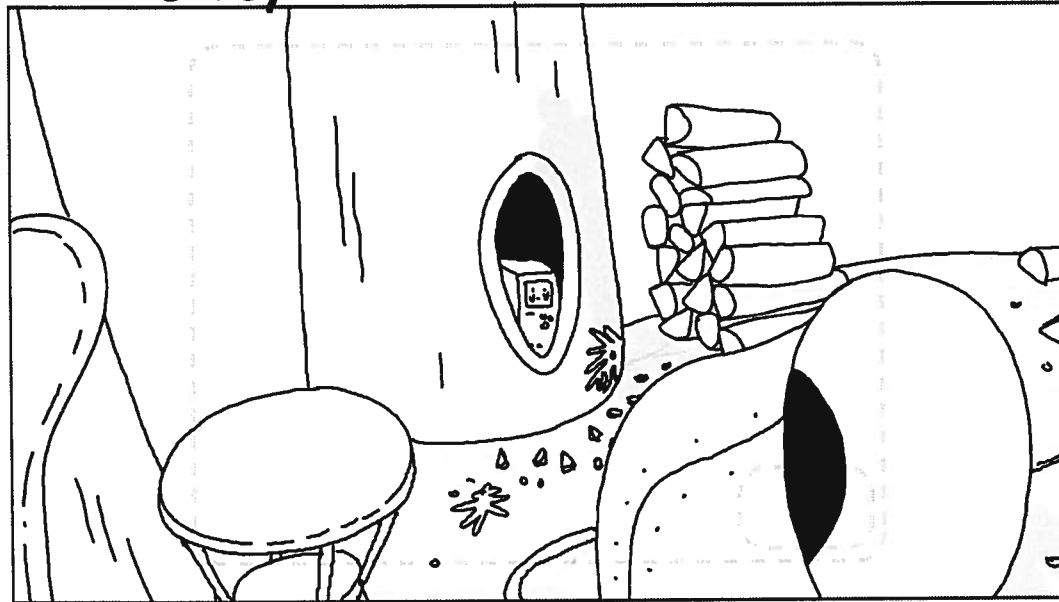
1042 248

ADVENTURE TIME

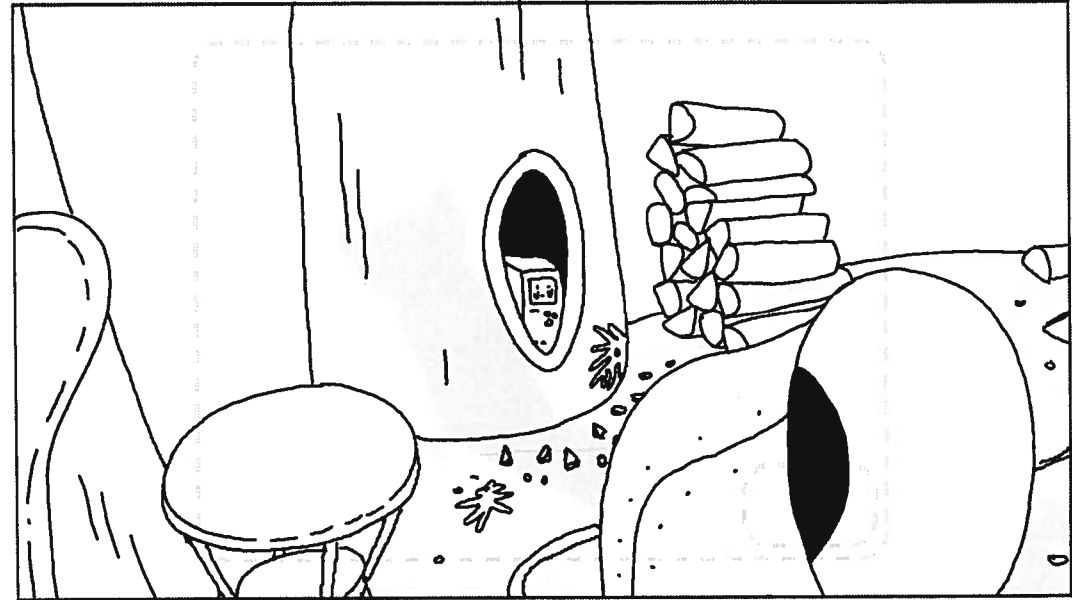


Page 200

Sc. 114 *CONT* Pnl. B Bg. day night



Sc. 114 *CONT* Pnl. C Bg. day night



Dialog:

SFX: , MUSIC PLAYING

Action:

- SHADOW MOVES ACROSS BMO.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

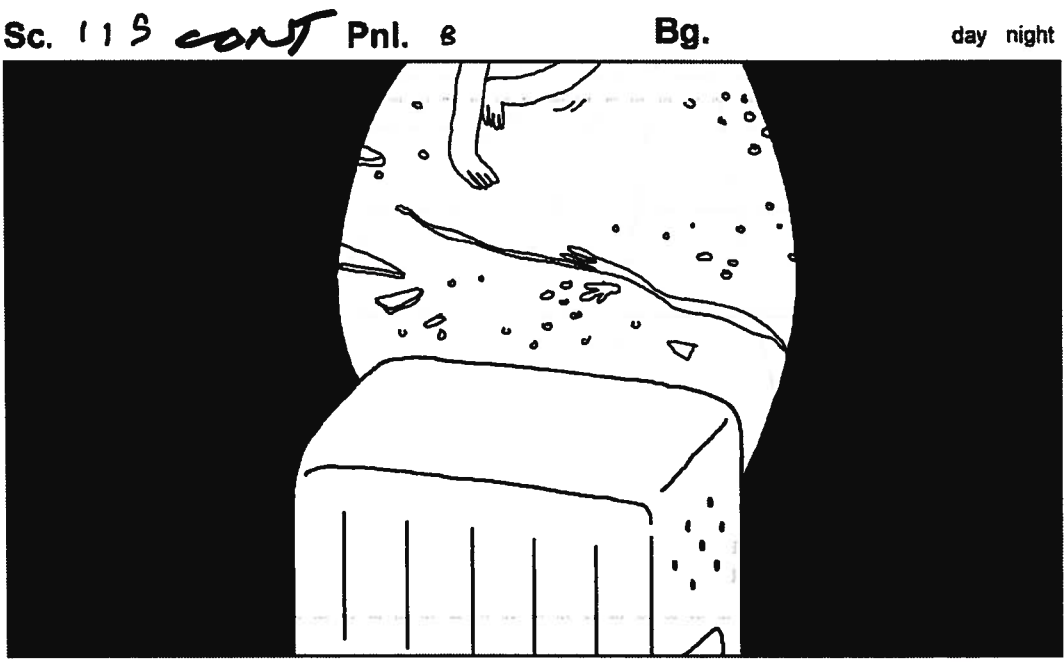
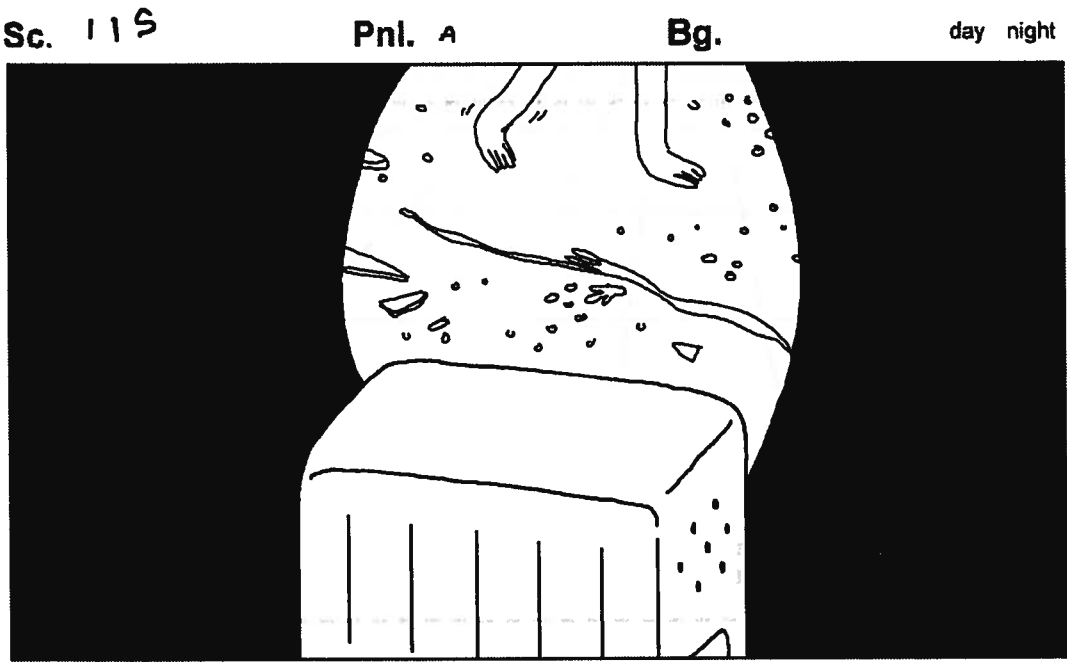
Production :

1042 248

1042 248

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ADVENTURE TIME



Dialog:	SFX: MUSIC CONTINUES
Action:	- GRASS-FINN CONVULSIVE DANCING FEB 25 2016
Timing:	

EPISODE # 1042-248

Production :

1042 248

ADVENTURE TIME



Page 202

Sc. 119 *cont* Pnl. c

Bg.

day night



Sc. 119 *cont* Pnl. d

Bg.

day night



Dialog:

SFX: MUSIC CONTINUES

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

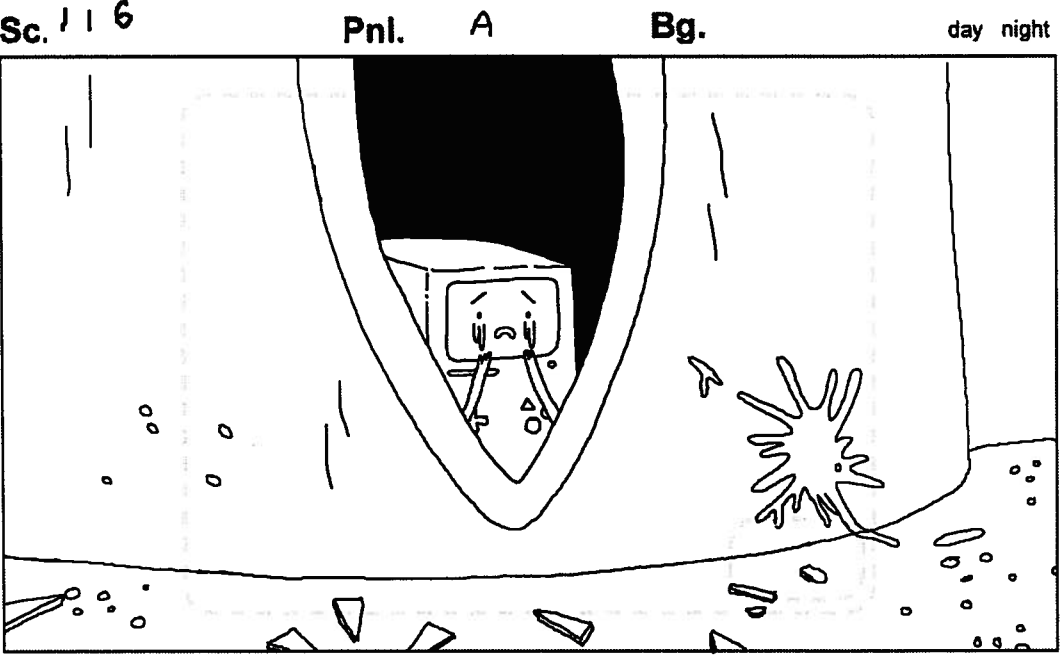
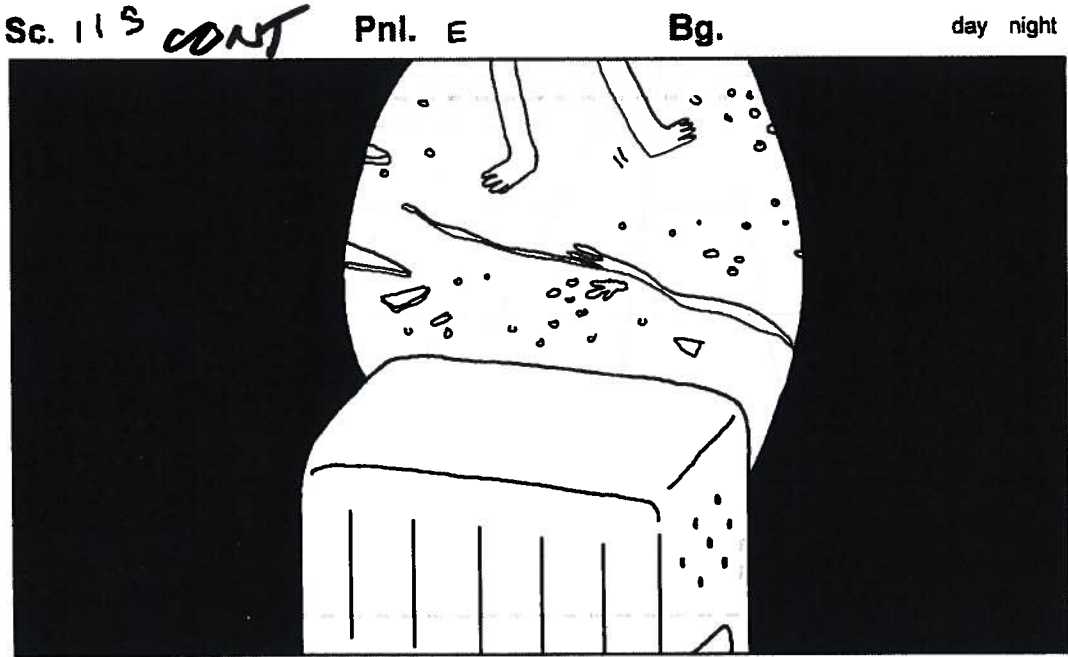
1042 248

1042 248

1042 248

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ADVENTURE TIME



Dialog:	<p><u>Sfx</u> ♪ MUSIC CONTINUES ♪</p> <p>(BMO) (WHIMPERING)</p>
Action:	<p>FEB 25 2016</p>
Timing:	

1042-248

EPISODE #

Production :

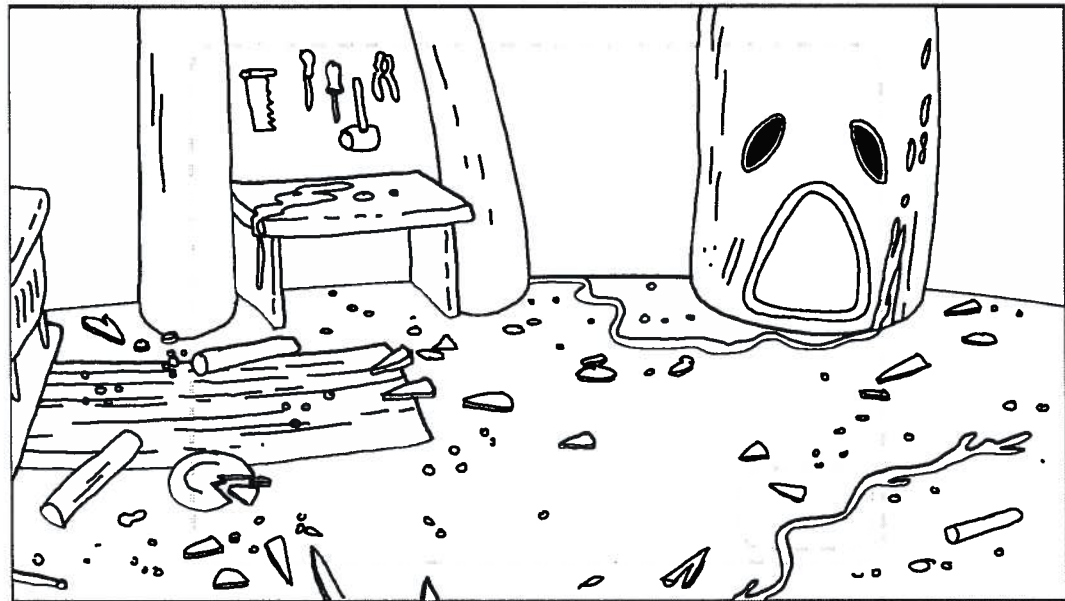
1042 248

ADVENTURE TIME

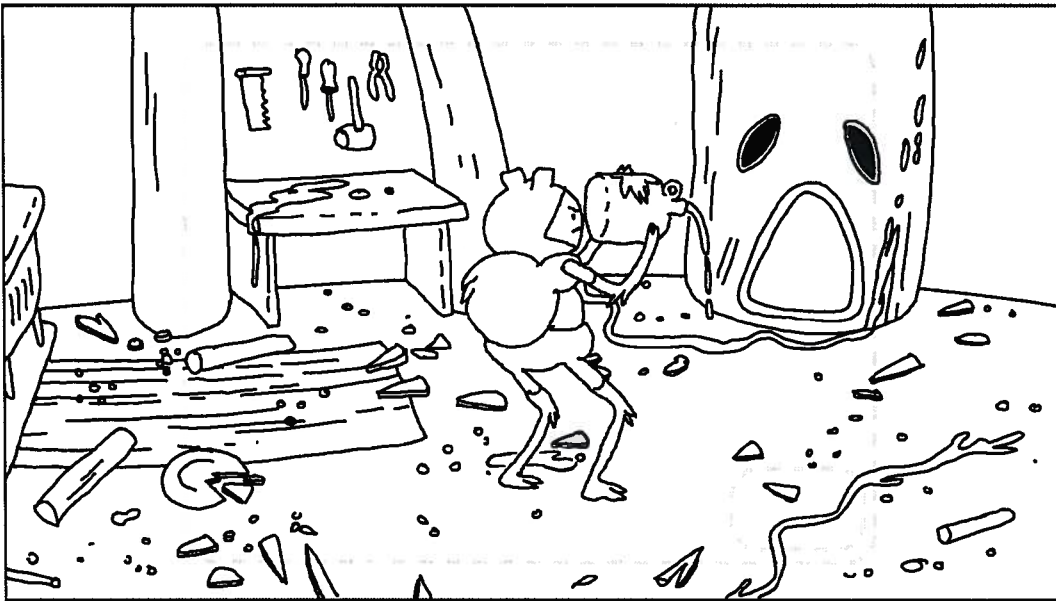


Page 204

Sc. / Pnl. / Bg. / day night



Sc. 117 Pnl. A Bg. / day night



Dialog:	< REF. >	Sfx:	MUSIC PLAYING
Action:	(B G)	FEB 25 2016	
Timing:			

1042-248

EPISODE #

1042 248

Production :

1042 248

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1042 248

1042 248

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ADVENTURE TIME

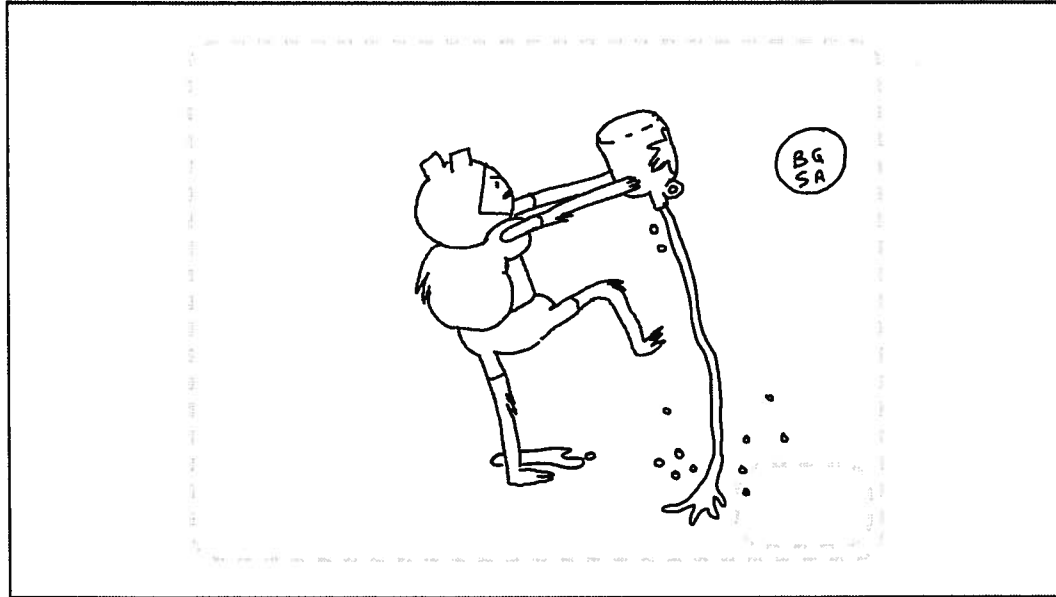


Page 205

Sc. 117 *CONT* Pnl. B

Bg.

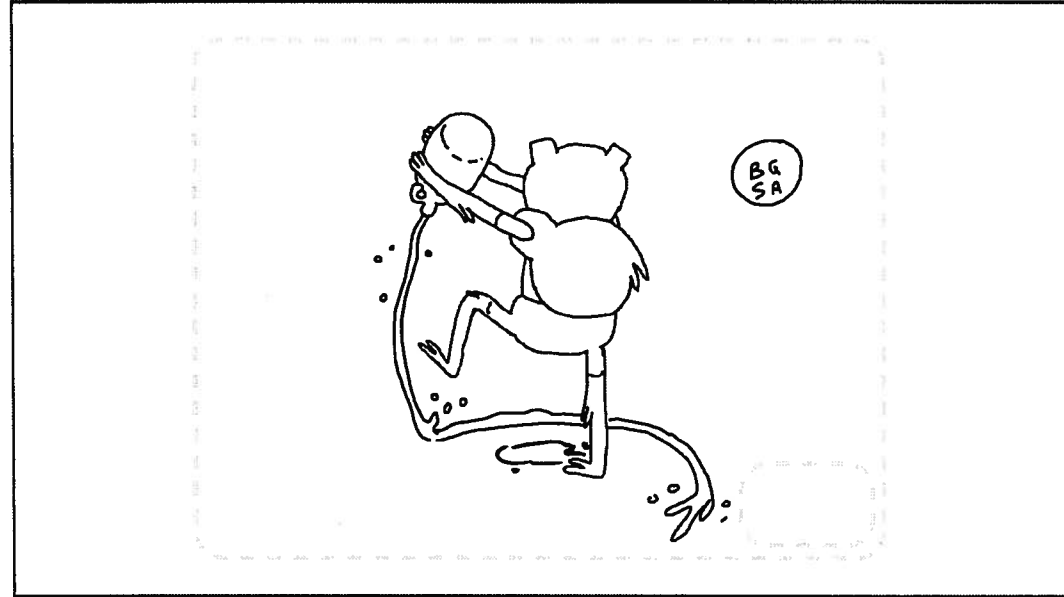
day night



Sc. 117 *CONT* Pnl. C

Bg.

day night



Dialog:

(GF)

I ! CAN'T !

SFX : , MUSIC PLAYING ↓

Action:

G.F. POURS OUT SYRUP AS HE DANCES.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

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1042 248

1042 248

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ADVENTURE TIME

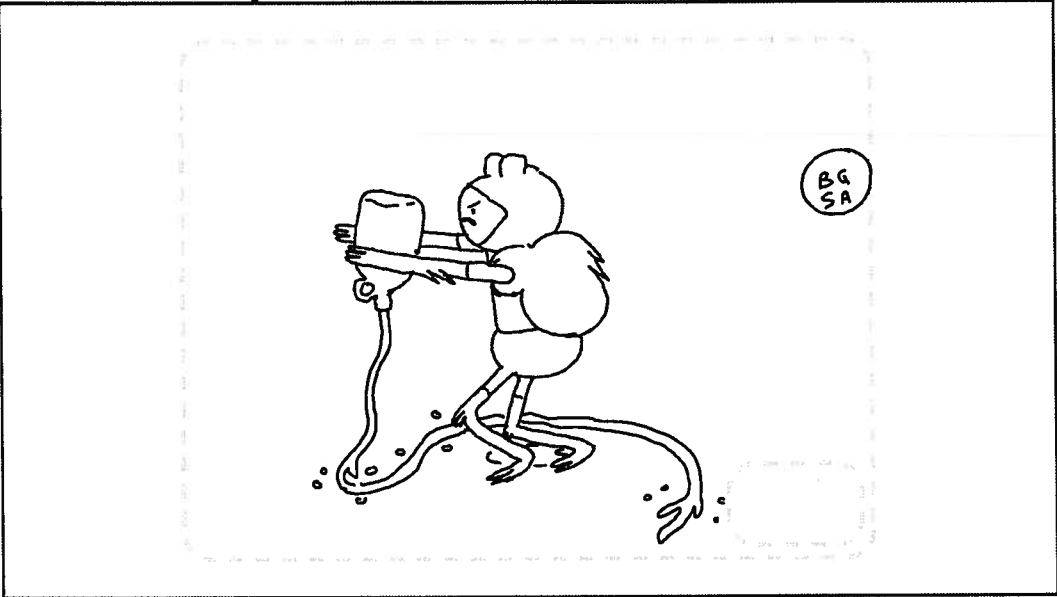


Page 206

Sc. 117 *CONT* Pnl. D

Bg.

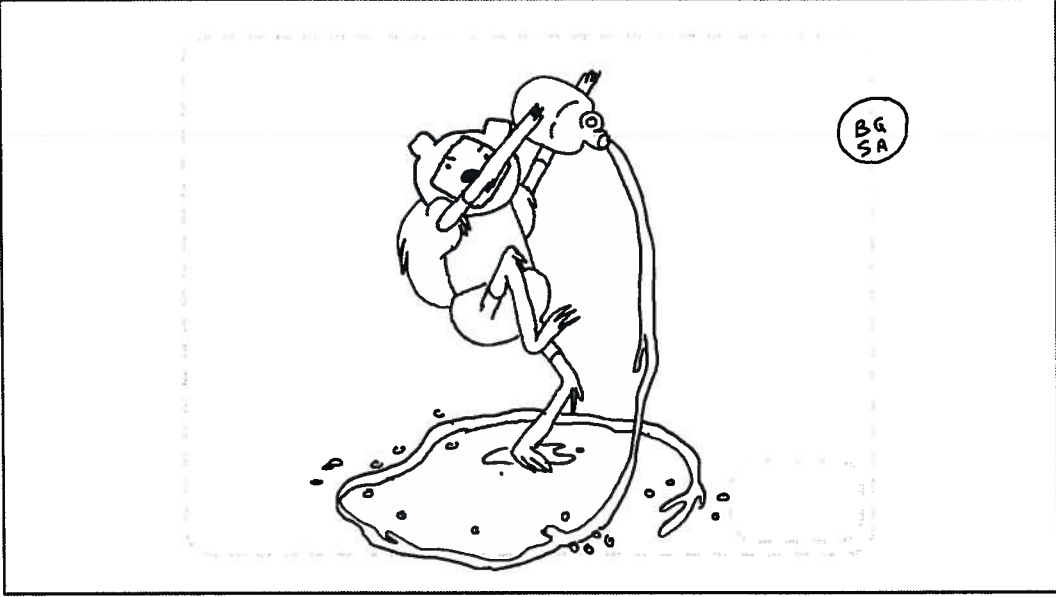
day night



Sc. 117 *CONT* Pnl. E

Bg.

day night



Dialog:

(GF)

GET!

ANY!

THING!

RIGHT!

♪ MUSIC PLAYING ♪

Action:

- GF COMPLETES CIRCLE

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME

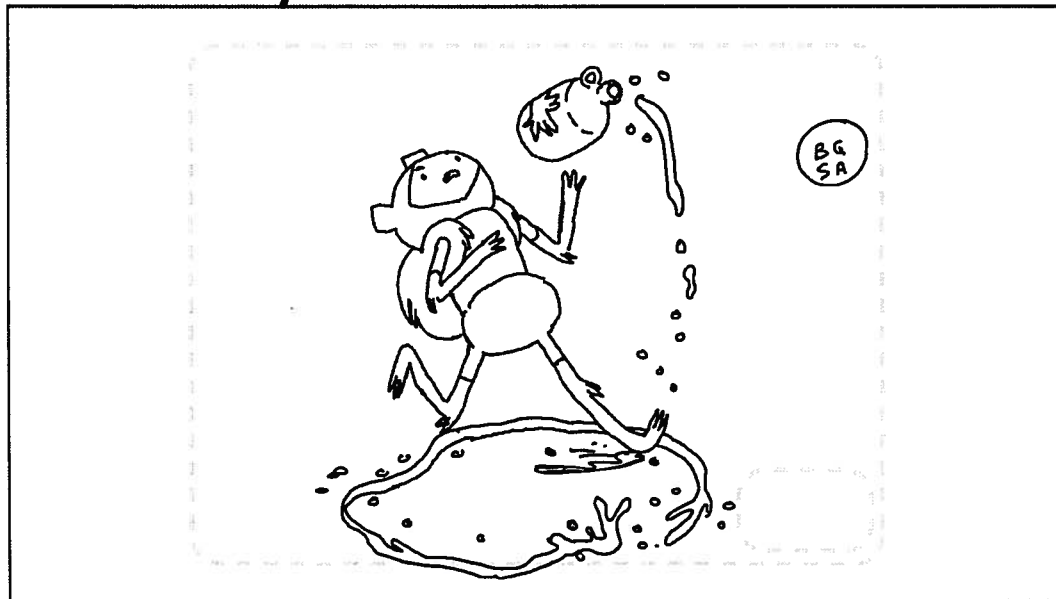


Page 207

Sc. 117 *CONT* Pnl. F

Bg.

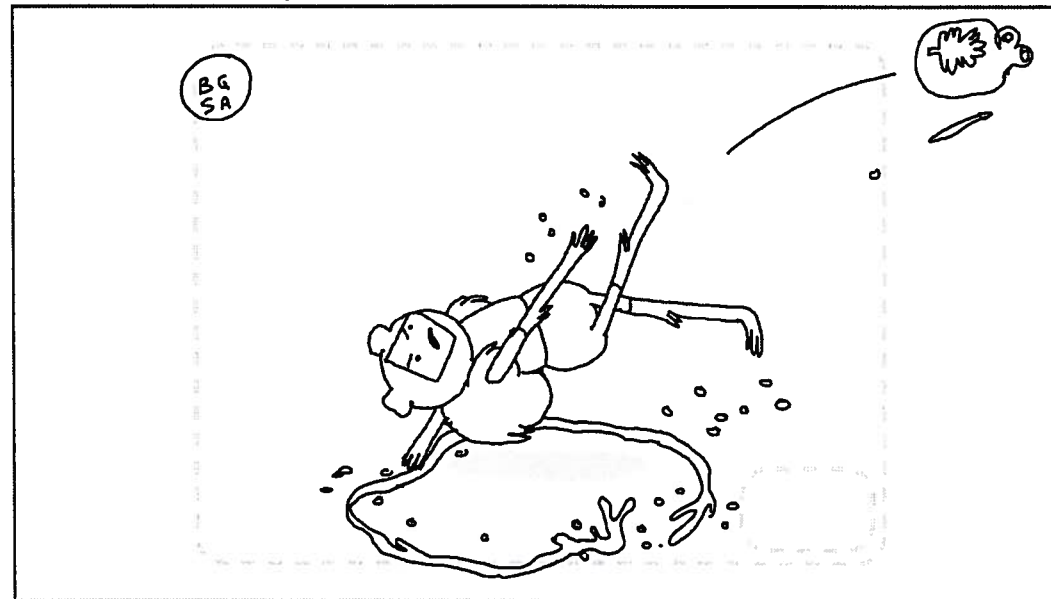
day night



Sc. 117 *CONT* Pnl. G

Bg.

day night



Dialog:

(GF)

A A A H!!

, MUSIC PLAYING ↓

Action:

- GF SLIPS ON SYRUP

FEB 25 2016

Timing:

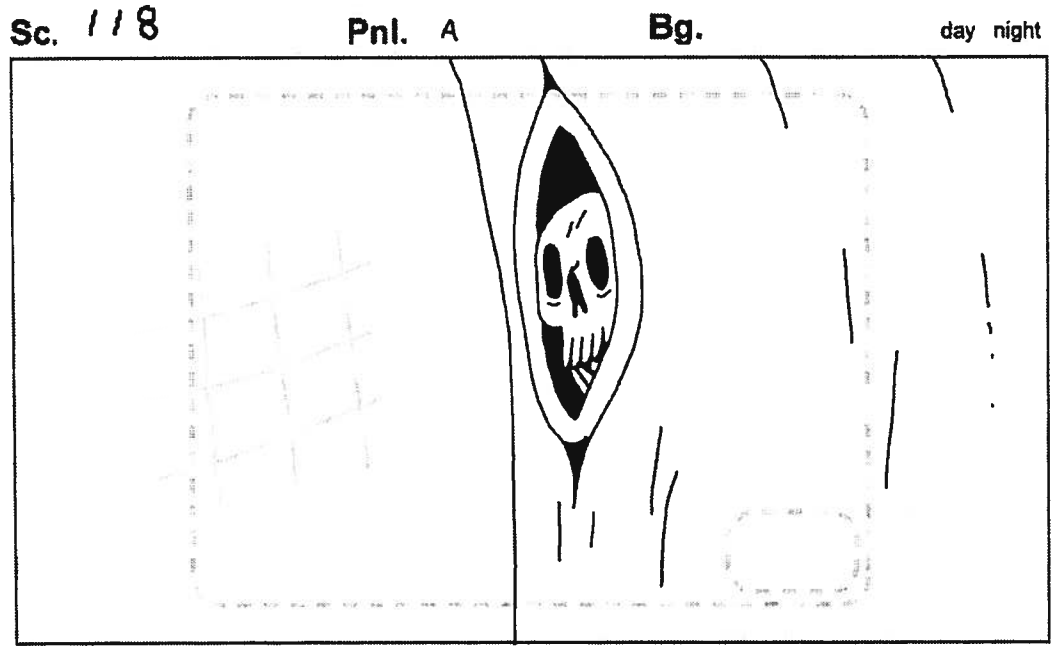
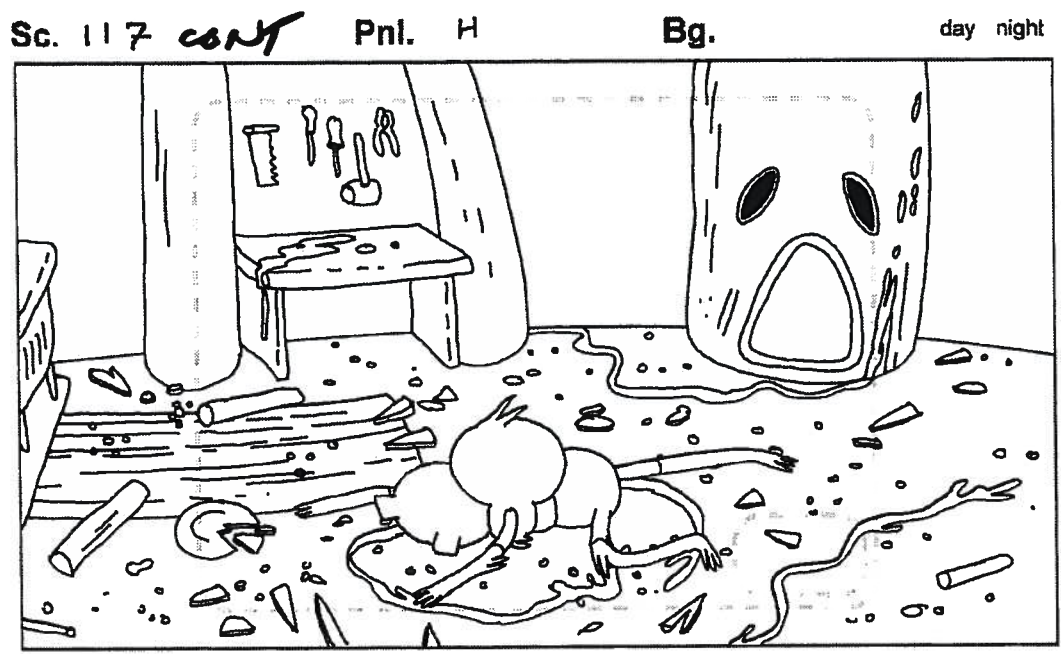
EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME



Dialog:	
<p><u>SFX</u> : , MUSIC PLAYING ↓</p>	
Action:	<p>- GF LANDS FACE-DOWN.</p> <p>FEB 25 2016</p>
Timing:	

EPISODE # 1042-248

Production :

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1042 248

1042 248

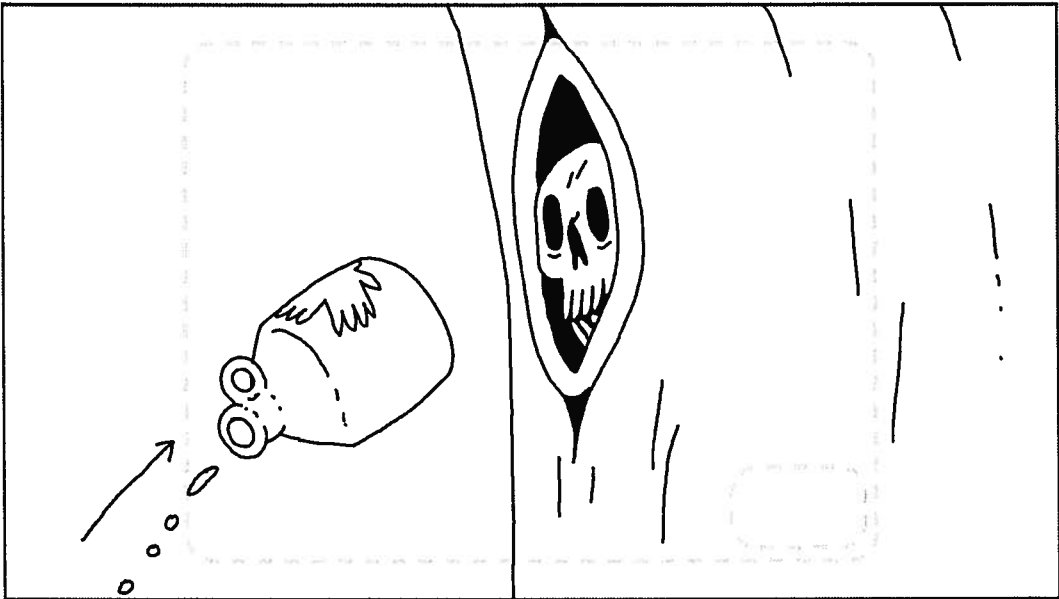
1042 248

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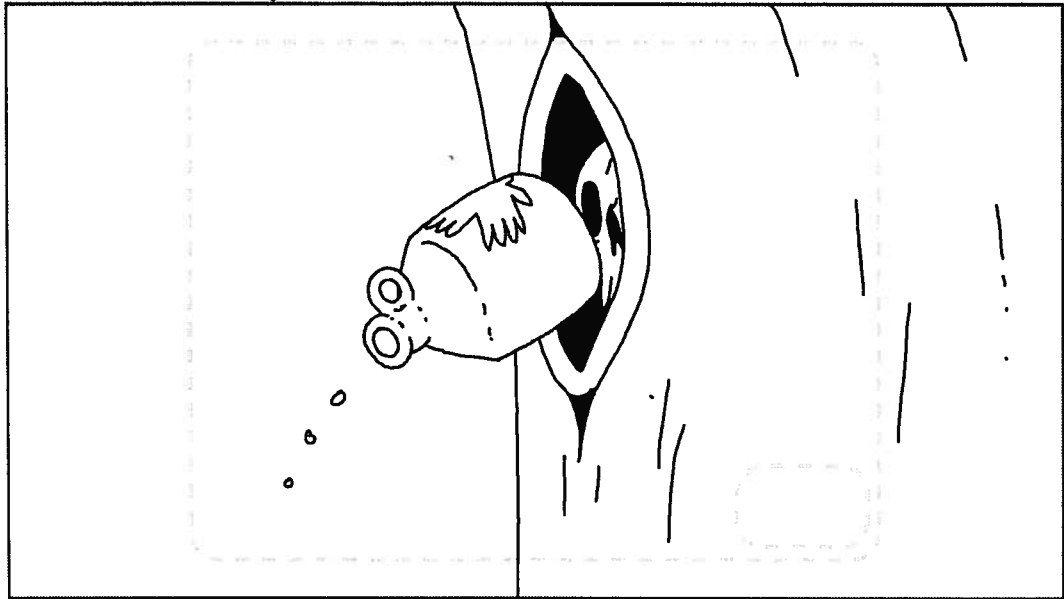
ADVENTURE TIME



Sc. 118 *CONT* Pnl. B Bg. day night



Sc. 118 *CONT* Pnl. C Bg. day night



Dialog:	• MUSIC PLAYING •	(SFX) THOP!
Action:	-SYRUP KNOCKS SKULL FARTHER INTO KNOT HOLE	
Timing:	FEB 25 2016	

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME



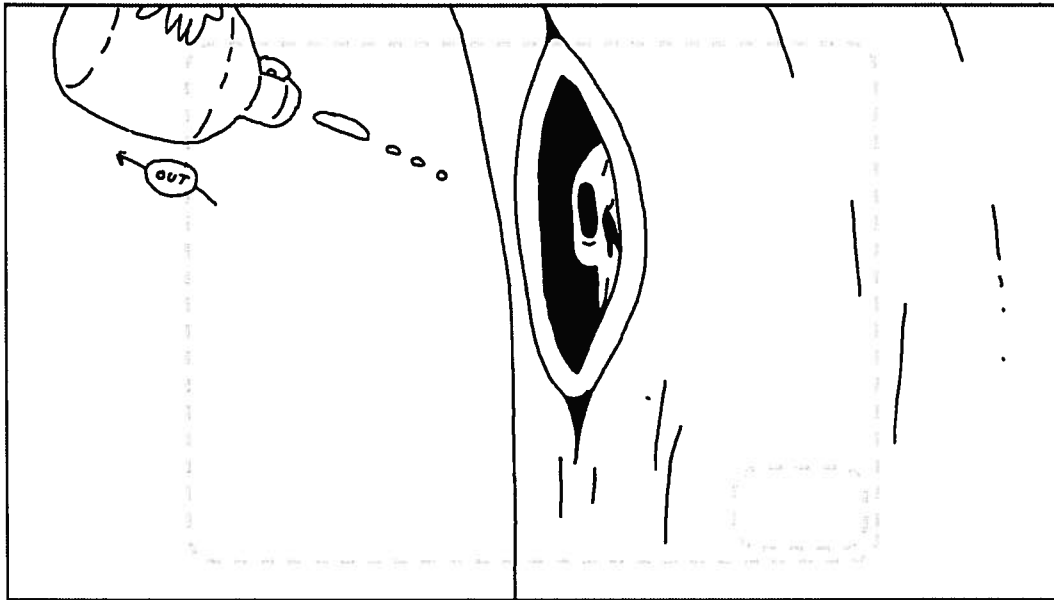
Page 210

Sc. 118 *cont*

Pnl. D

Bg.

day night

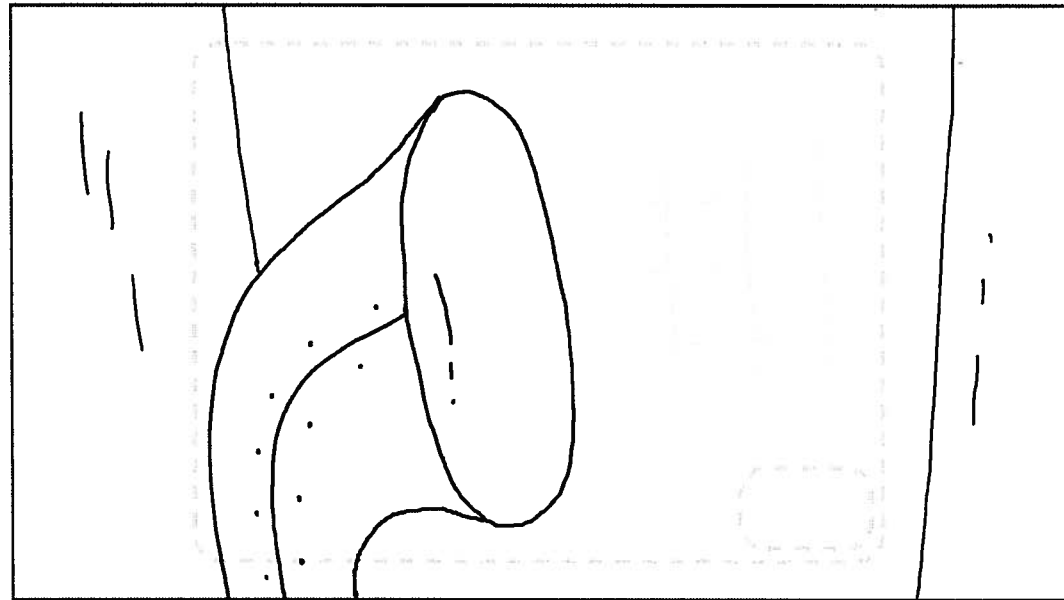


Sc. 119

Pnl. A

Bg.

day night



Dialog:

♪ MUSIC PLAYING ♪

Action:

- SYRUP CAROMS OFF/S.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

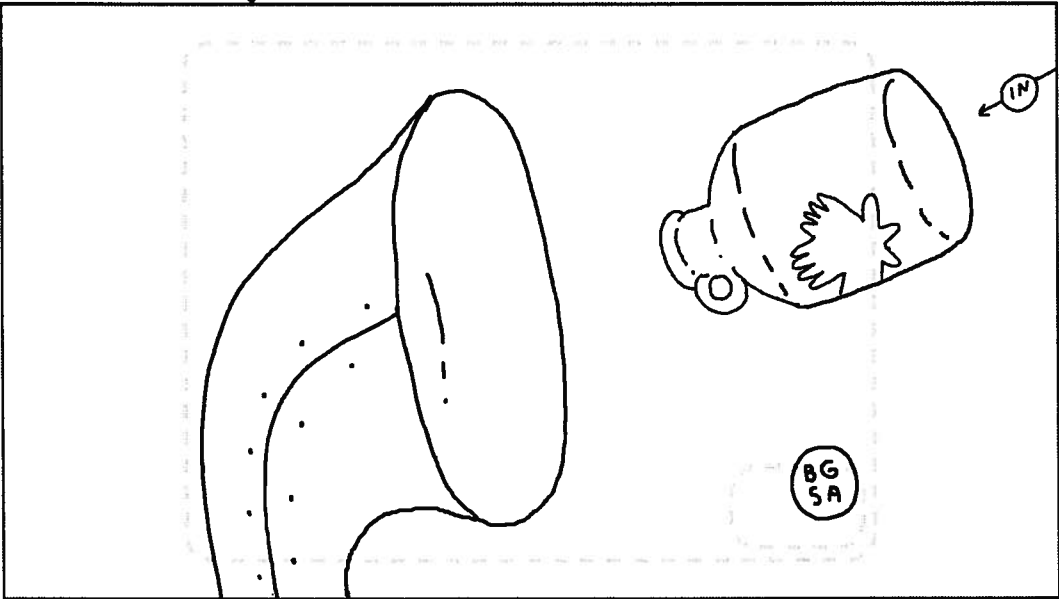
1042 248

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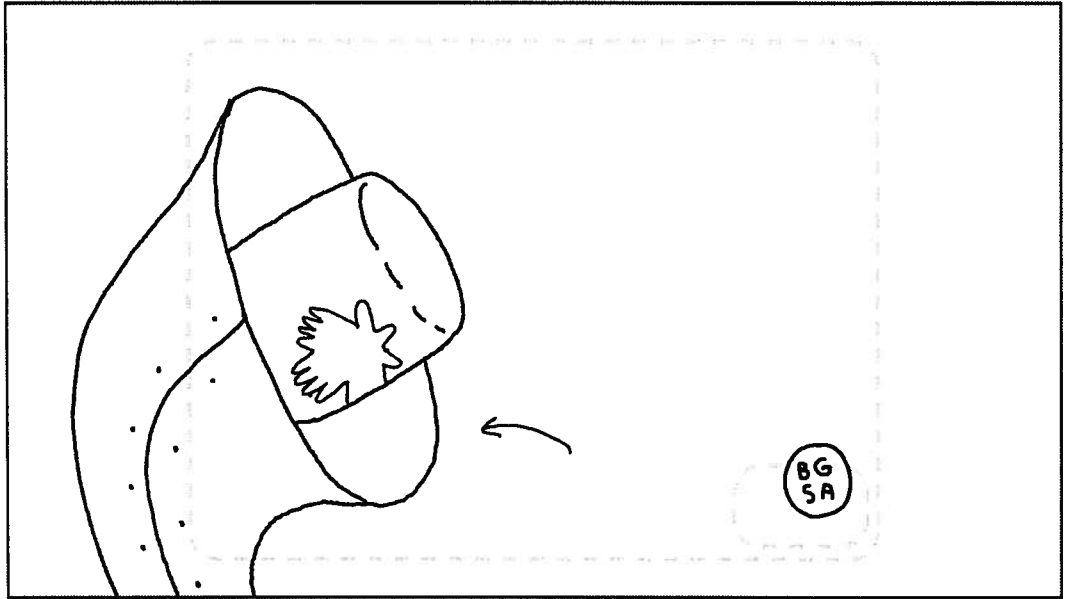
ADVENTURE TIME



Sc. 119 *cont* Pnl. 8 Bg. day night



Sc. 119 *cont* Pnl. 9 Bg. day night



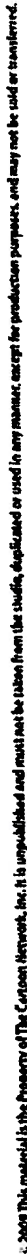
Dialog:	<p>♪ MUSIC PLAYING ♪</p> <p><i>(SPX) TUNK!</i></p>
Action:	<p>- SYRUP LANDS IN VICTROLA HORN</p>
Timing:	<p>FEB 25 2016</p>

EPISODE # 1042-248
Production :

1042 248

1042 248

1042 248

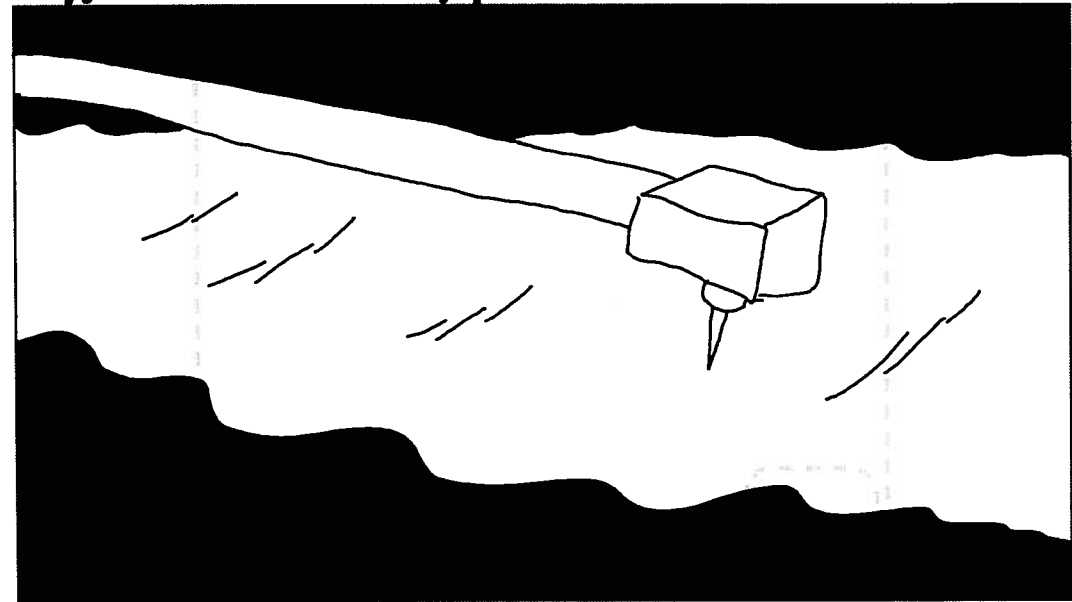
Page 212

Pnl. D

day **night**

Pnl. **A**

day night



SFX

(SFX) GBUG - GBUG - GBUG - GBUG - GBUG , MUSIC PLAYING

FEB 25 2016

EPISODE# 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME



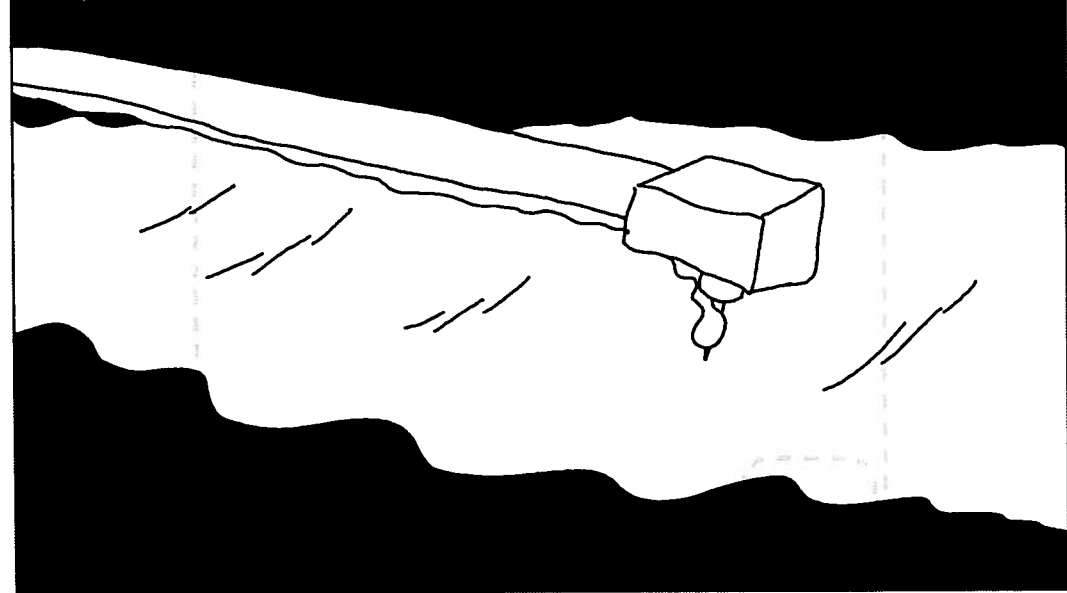
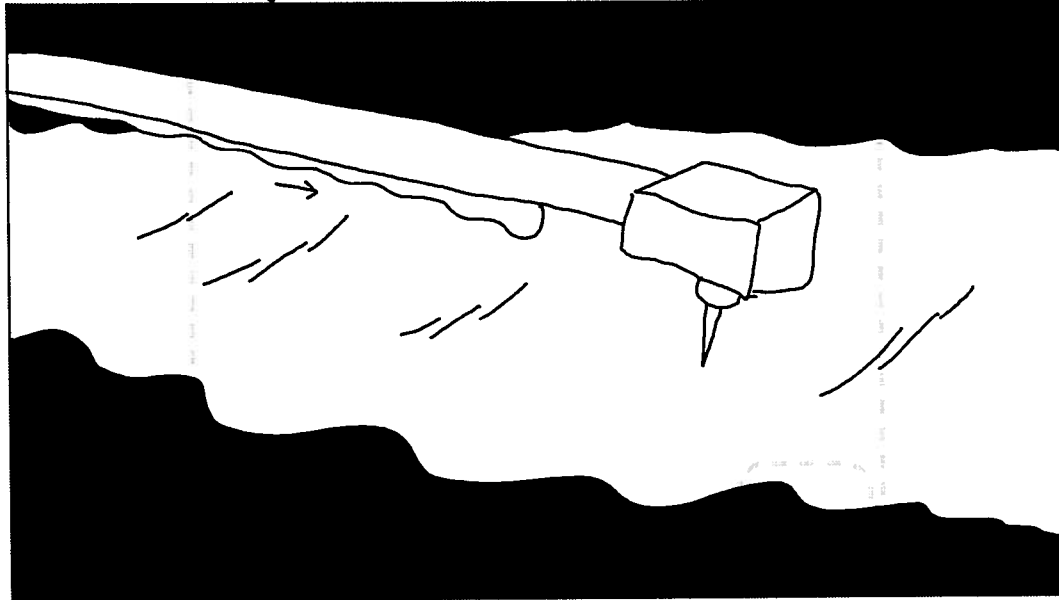
Page 213

Sc. 120 *cont* Pnl. *B* Bg.

day night

Sc. 120 *cont* Pnl. *C* Bg.

day night



Dialog:

♪ MUSIC PLAYING ♪

Action:

- SYRUP TRAVELS DOWN ARM THROUGH CAPILLARY ACTION.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

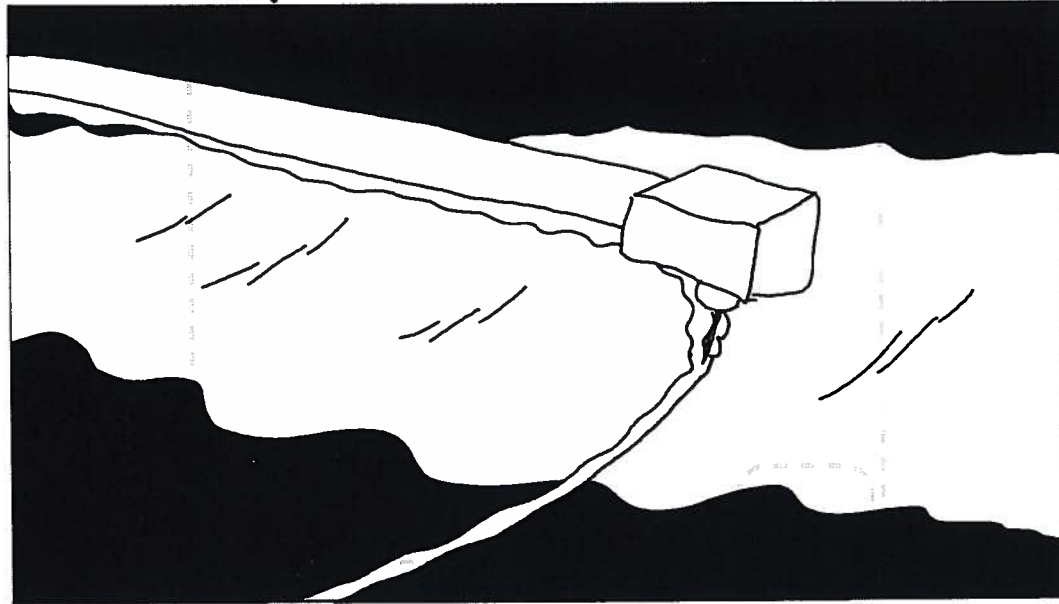
1042 248

ADVENTURE TIME

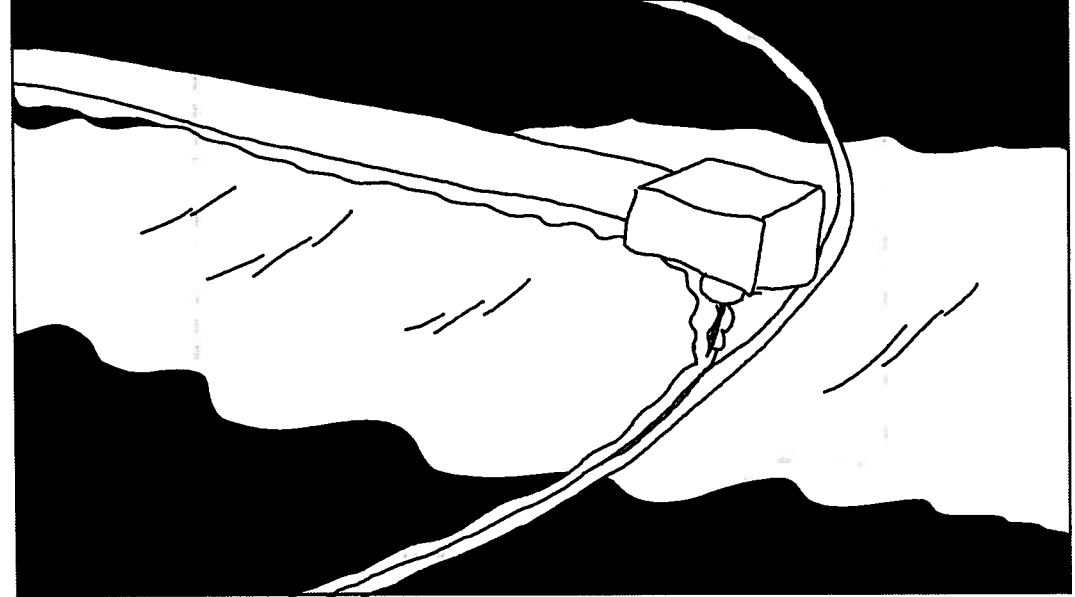


Page 214

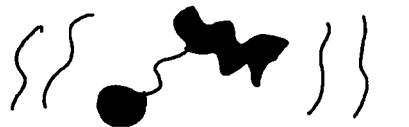
Sc. 120 *CONT* Pnl. D Bg. day night



Sc. 120 *CONT* Pnl. E Bg. day night



Dialog:



(MUSIC GETS WEIRD)

Action:

SYRUP COMES OUT OF
THE NEEDLE.

FEB 25 2016

Timing:

1042-248
EPISODE #

Production :

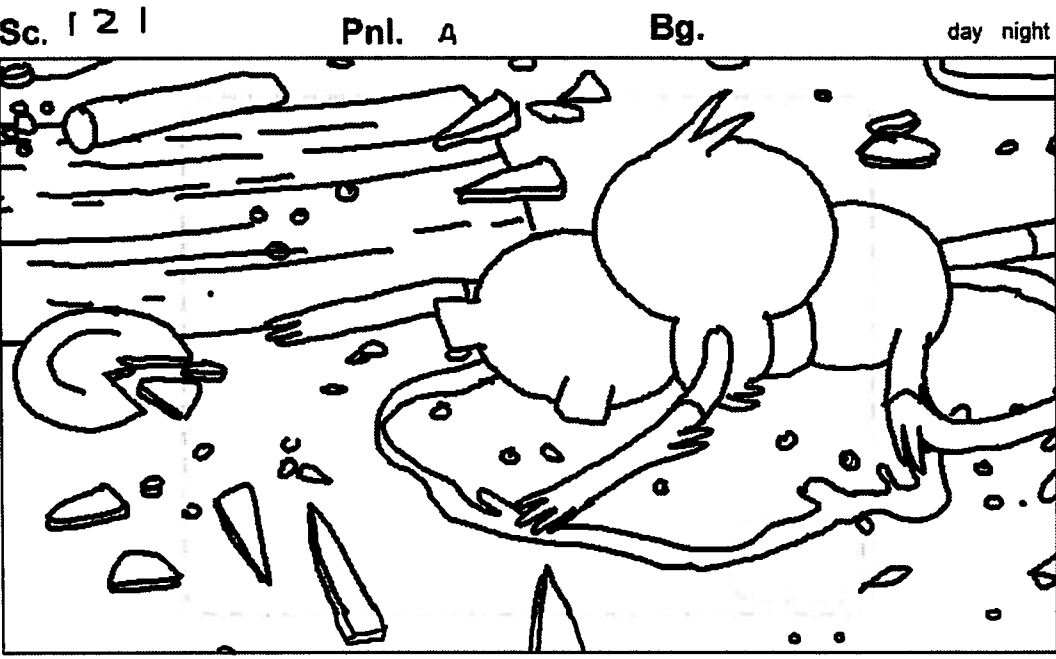
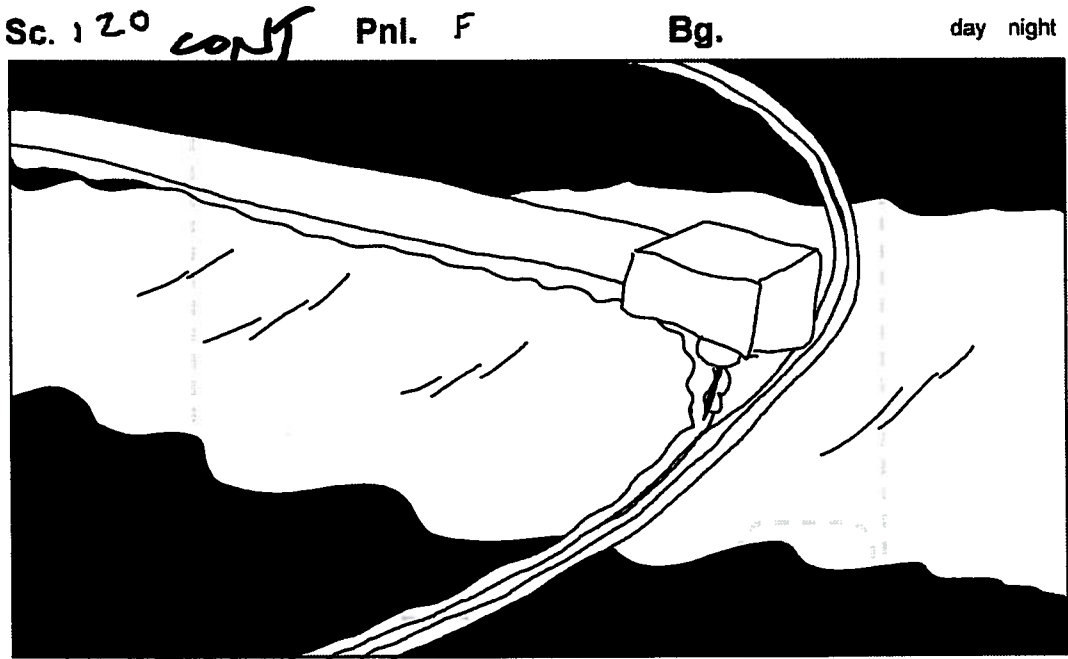
1042 248

1042 248

ADVENTURE TIME



Page 215



Dialog:	♪ ≡ MUSIC SLOWS TO A STOP ≡
Action:	FEB 26 2018
Timing:	

1042-248
EPISODE #

Production :

1042 248

042 248

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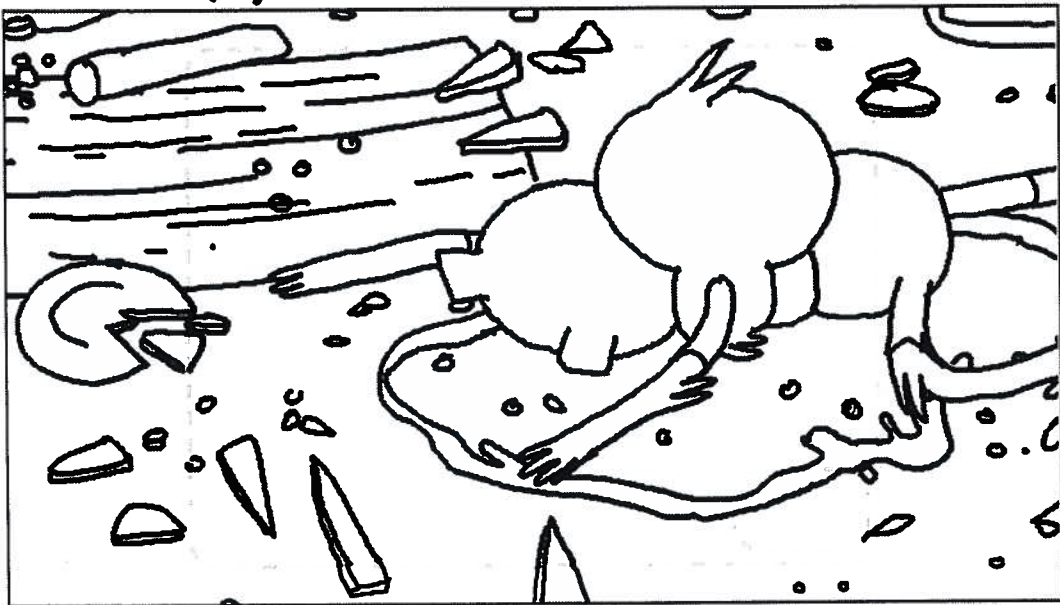
1042 248

ADVENTURE TIME

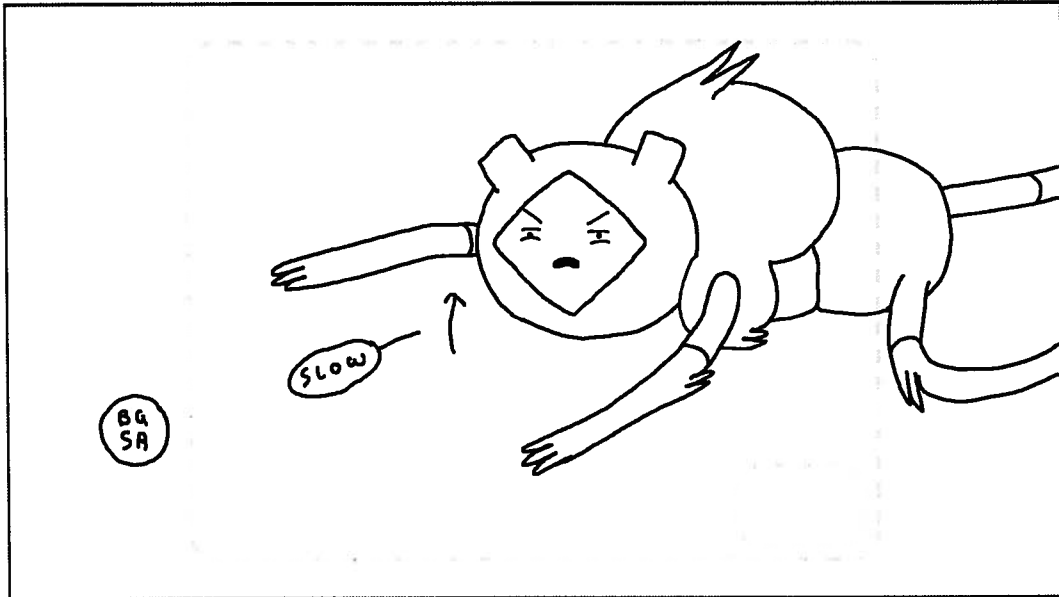


Page 216

Sc. 121 *CONT* Pnl. 6 Bg. day night



Sc. 121 *CONT* Pnl. 7 Bg. day night



Dialog:

(G.F.) HEY, WEEDY!

HEY ...

(G.F.) ... JUST LET ME SUCK
AROUND A BIT, OKAY MAN.

Action:

- G.F. LOOKS UP.

HEY ...

FEB 25 2016

Timing:

(ALT) ... LET ME YANK
AROUND A BIT, OKAY MAN.

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME



Page 217

Sc. 122

Pnl. A

Bg.

day night

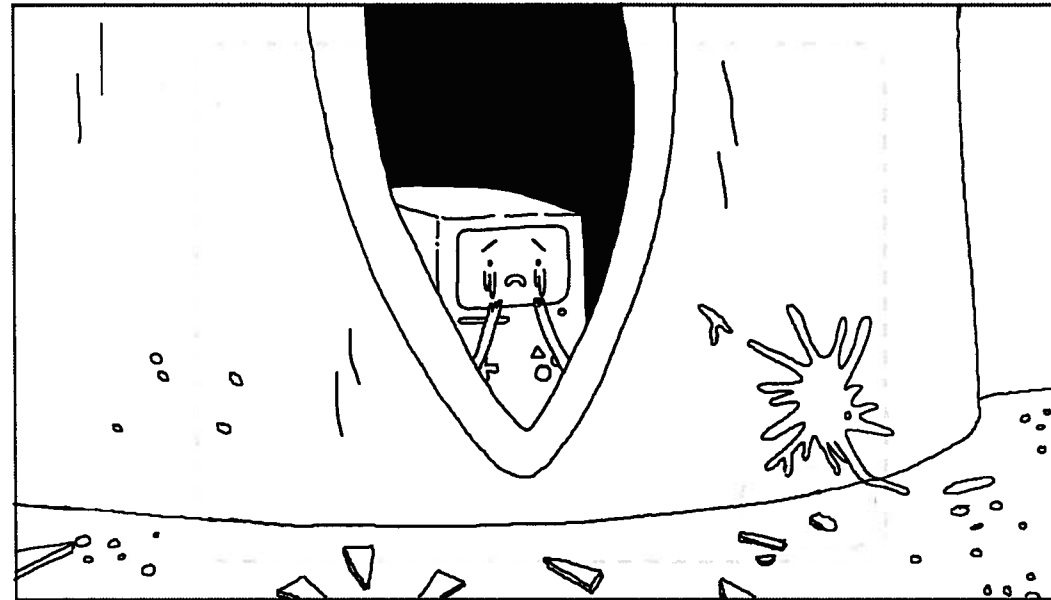


Sc. 123

Pnl. A

Bg.

day night



Dialog:

① NO WAY , BUSTER .
YOU'RE HURTING
BMO.!

② BMO / I'M OKAY!

Action:



FEB ' 5 2018

Timing:

EPISODE # 1042-248

Production :

1042 248

ADVENTURE TIME



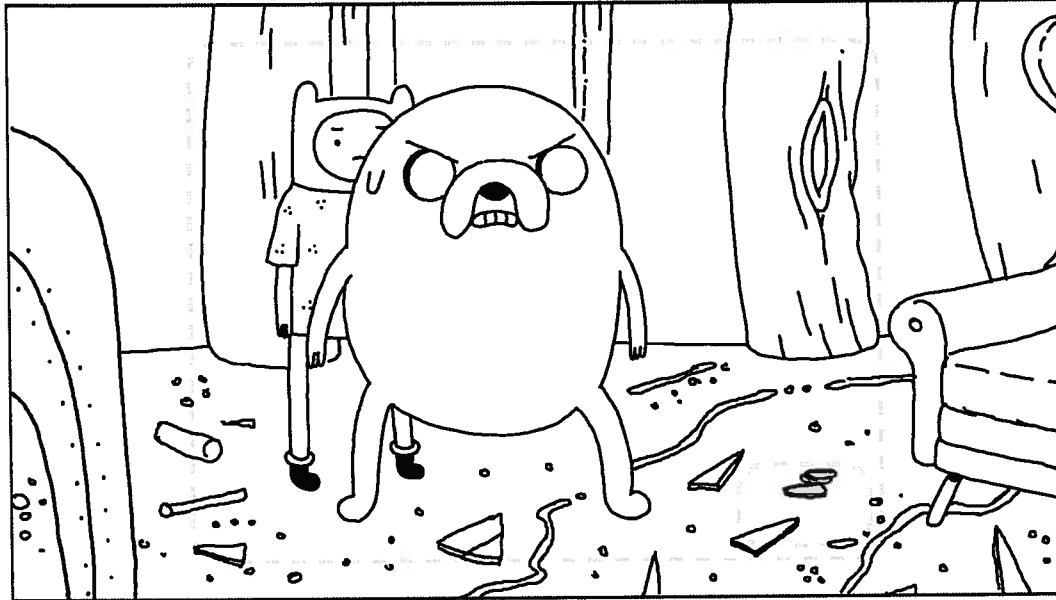
Page **218**

Sc. 124

Pnl. A

Bg.

day night

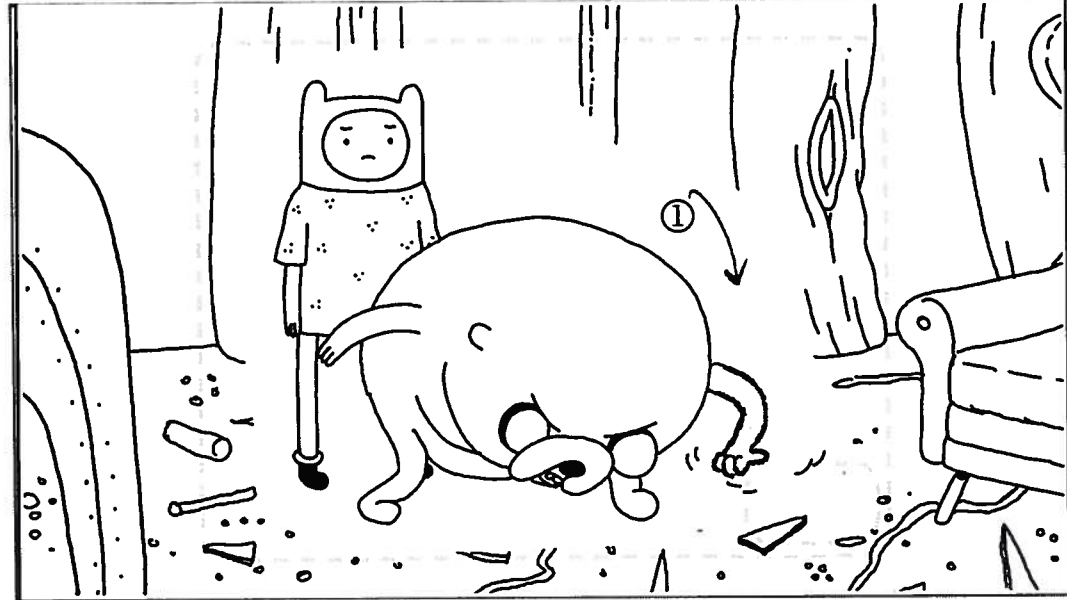


Sc. 124 *cont*

Pnl. B

Bg.

day night



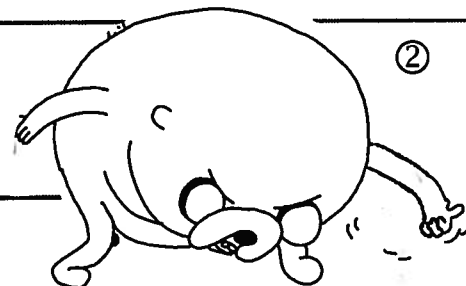
Dialog:

@/ G E E E E E E E E E E E E E E T -

Action:

-J. LEANS FORWARD
SHAKING THUMB-HAND.

Timing:



EPISODE # 1042-248

Production :

1042 248

1042 248

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ADVENTURE TIME

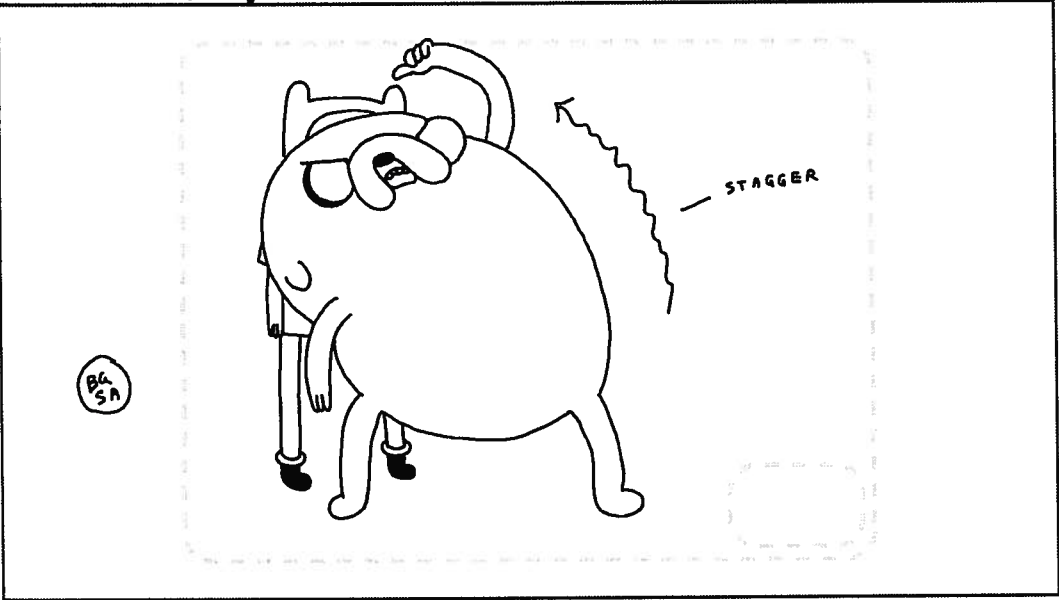


Page 219

Sc. 124 *cont* Pnl. C

Bg.

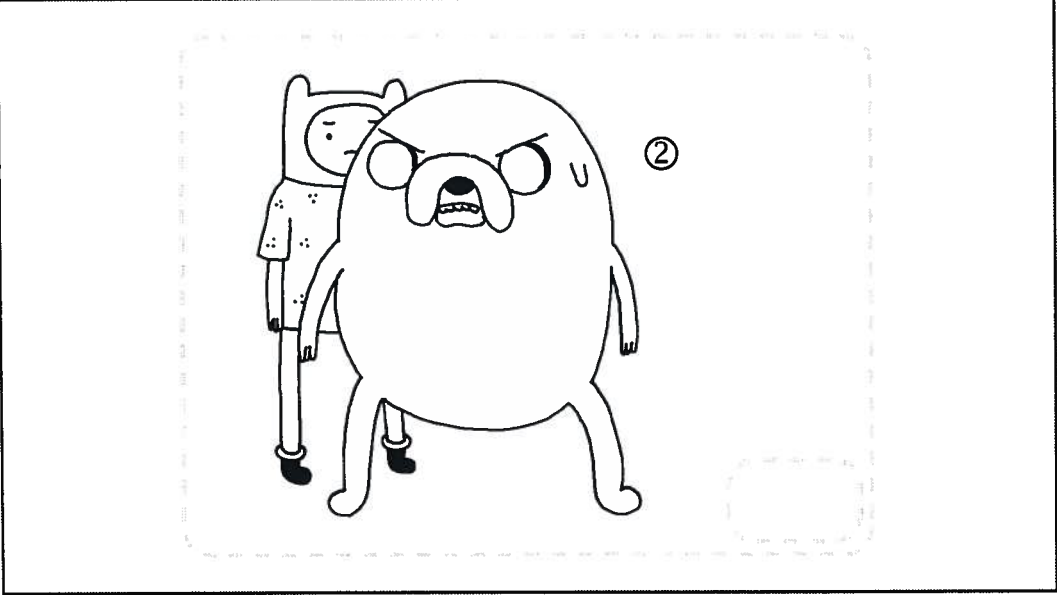
day night



Sc. 124 *cont* Pnl. D

Bg.

day night



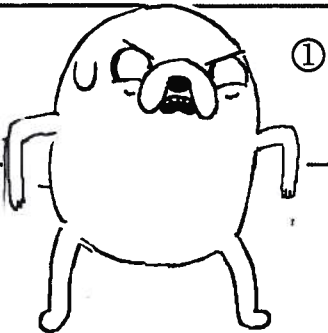
Dialog:

①/(CONT). OW 'A' HEWH!!!!!!

①/ COME ON, FINN.

Action:

Timing:



FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

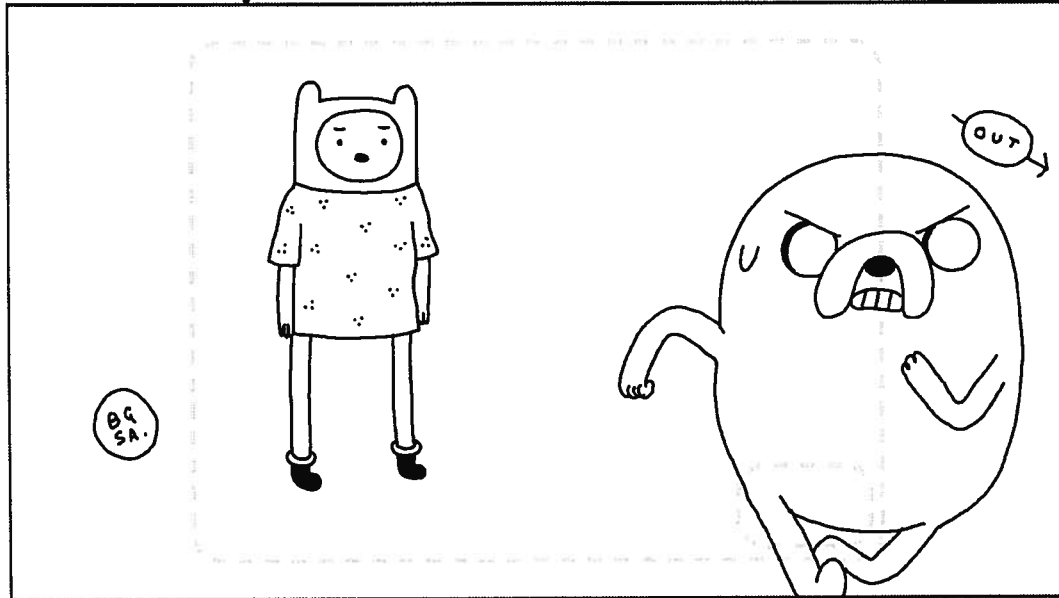
ADVENTURE TIME



Sc. 124 *CONT* Pnl. E

Bg.

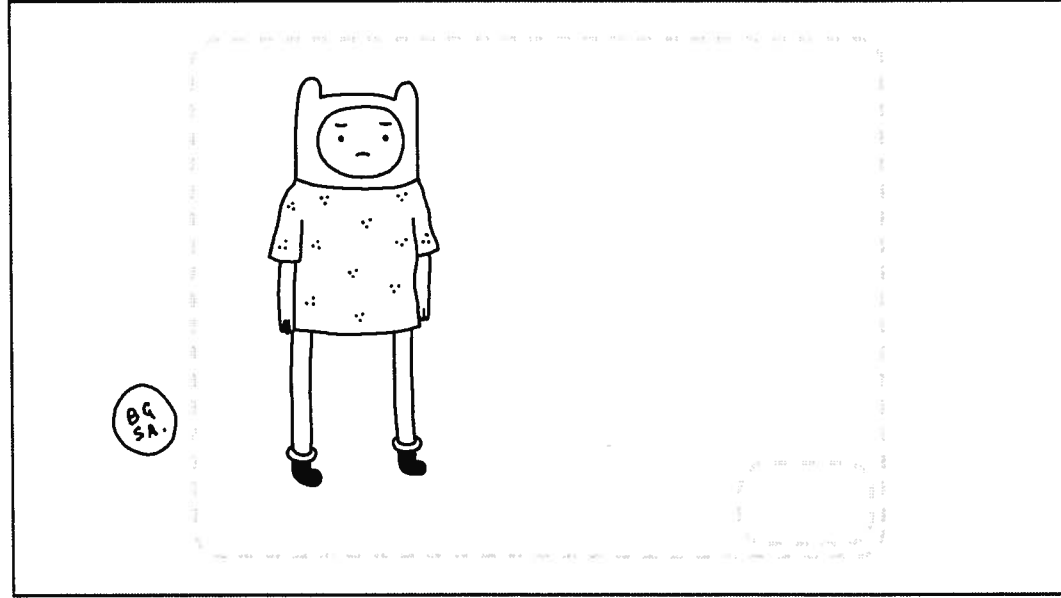
day night



Sc. 124 *CONT* Pnl. F

Bg.

day night



Dialog:

(F) JAKE UH I'M
STILL PROCESSING
ALL THIS...

Q/(os) UNITED FRONT!

Action:

-J. MARCHES OFF/S.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

ADVENTURE TIME

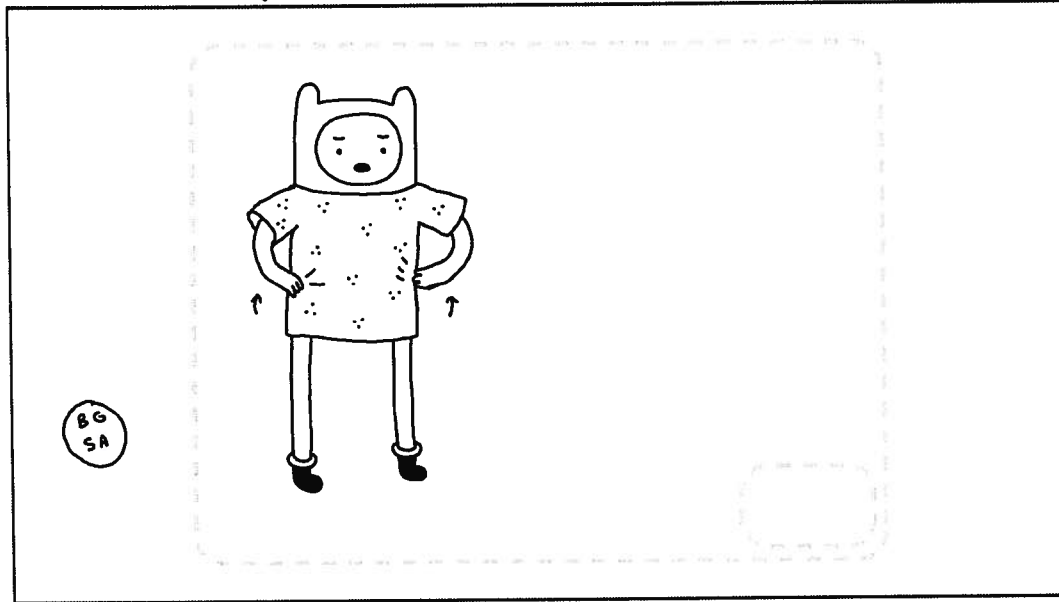


Page 221

Sc. 124 *CONT* Pnl. G

Bg.

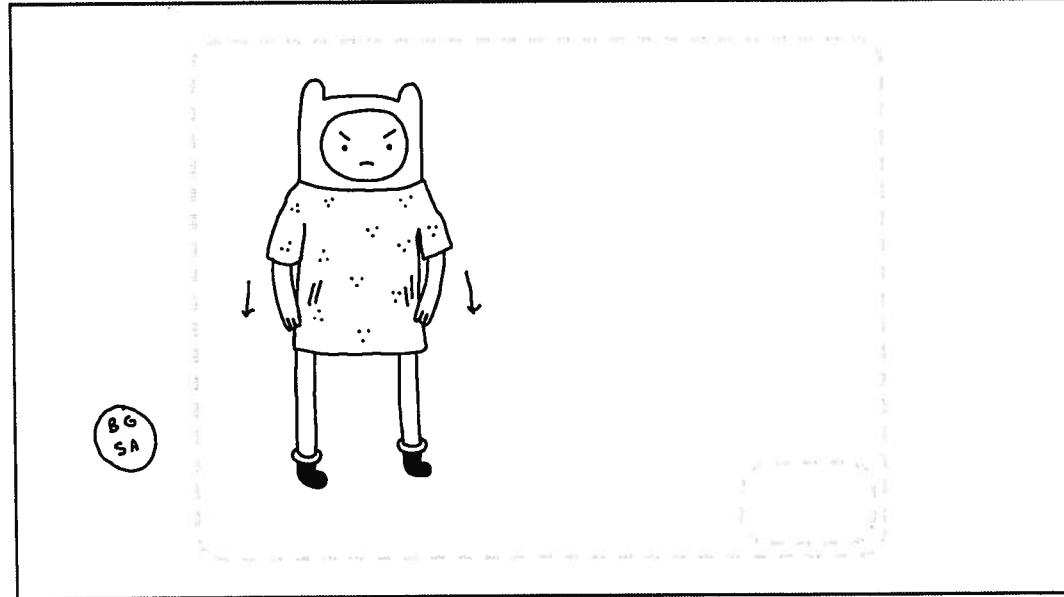
day night



Sc. 124 *CONT* Pnl. H

Bg.

day night



Dialog:

(F) O K A Y .



Action:

UNSURE .

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

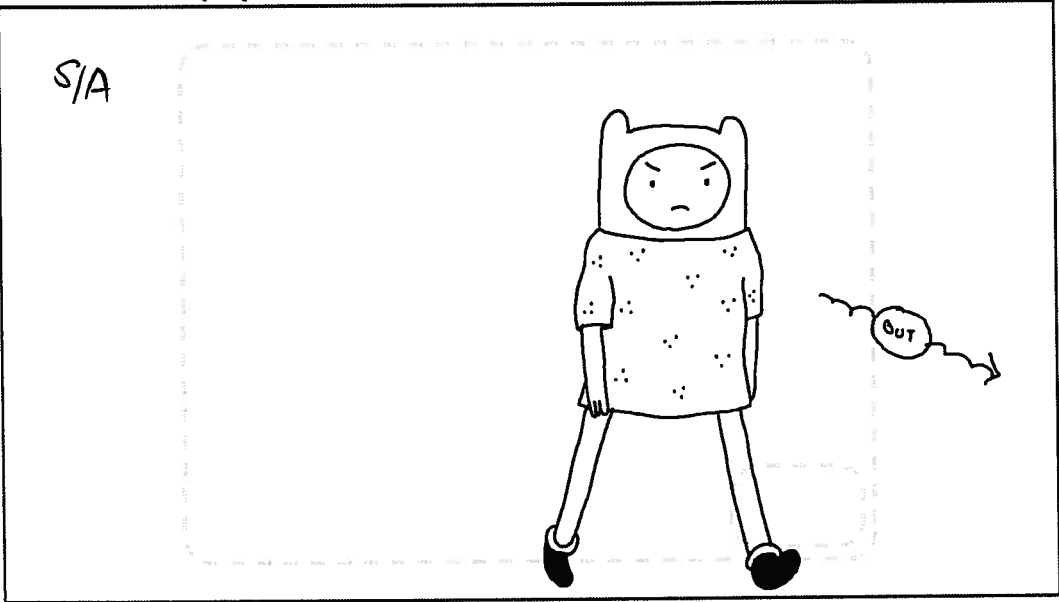
1042 248

ADVENTURE TIME



Page 222

Sc. 124 *cont* Pnl. 1 Bg. day night



Sc. 125 Pnl. A Bg. day night



Dialog:	
Action:	- F. WALKS OFF/S, — SLIGHTLY ZOOMED OUT FROM THE LAST TIME WE SAW THIS B.G. FEB 25 2016
Timing:	

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

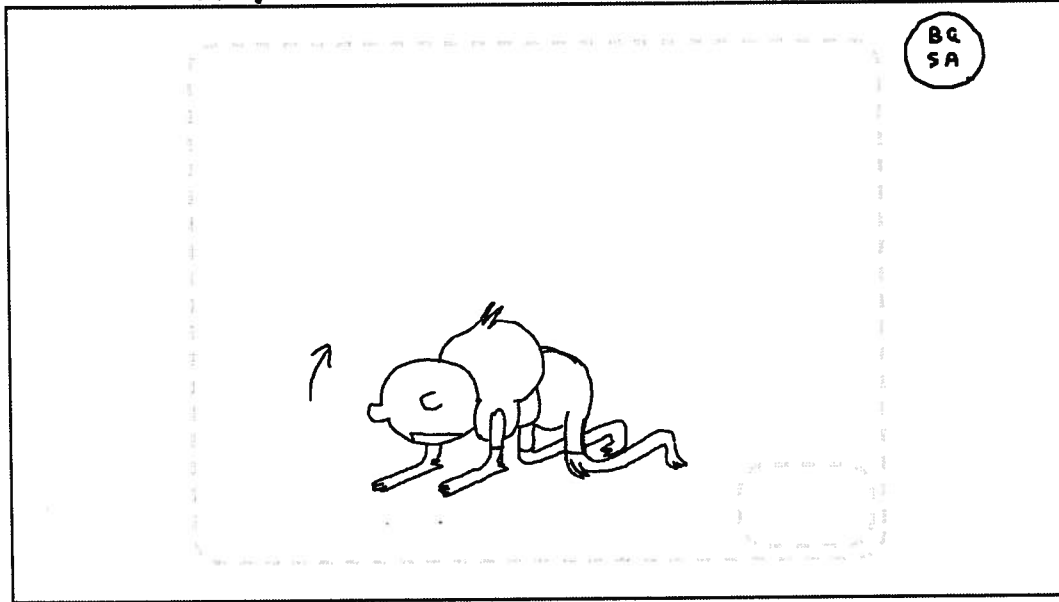
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ADVENTURE TIME

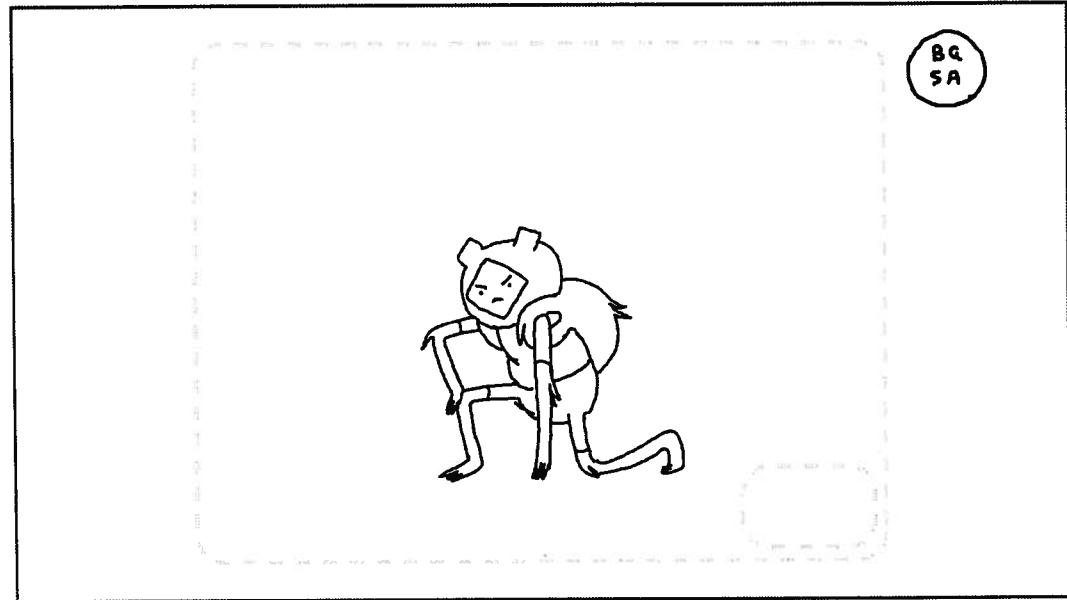


Page 223

Sc. 125 *cont* Pnl. B Bg. day night



Sc. 125 *cont* Pnl. C Bg. day night



Dialog:

Action:

-G.F. RISES TO FEET.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

ADVENTURE TIME



Page 224

Sc. 125 *cont*

Pnl. D

Bg.

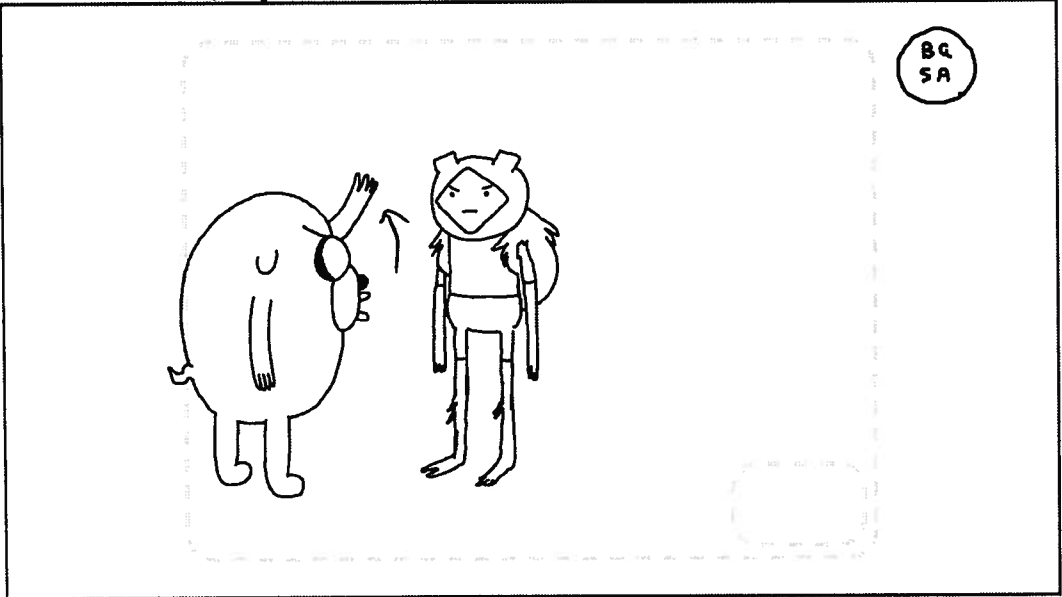
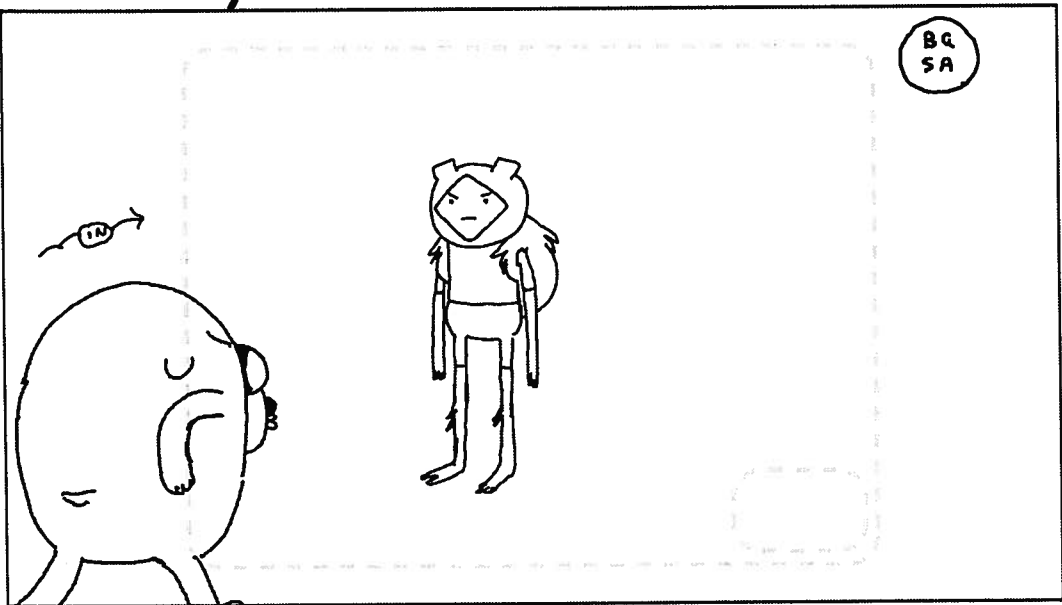
day night

Sc. 125 *cont*

Pnl. E

Bg.

day night



Dialog:

① you SCARE BMO, --

② YOU MUCK UP MY MOM'S RECORDS, YOU WASTE MY BR-

Action:

-J. MARCHES ON/S.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

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ADVENTURE TIME



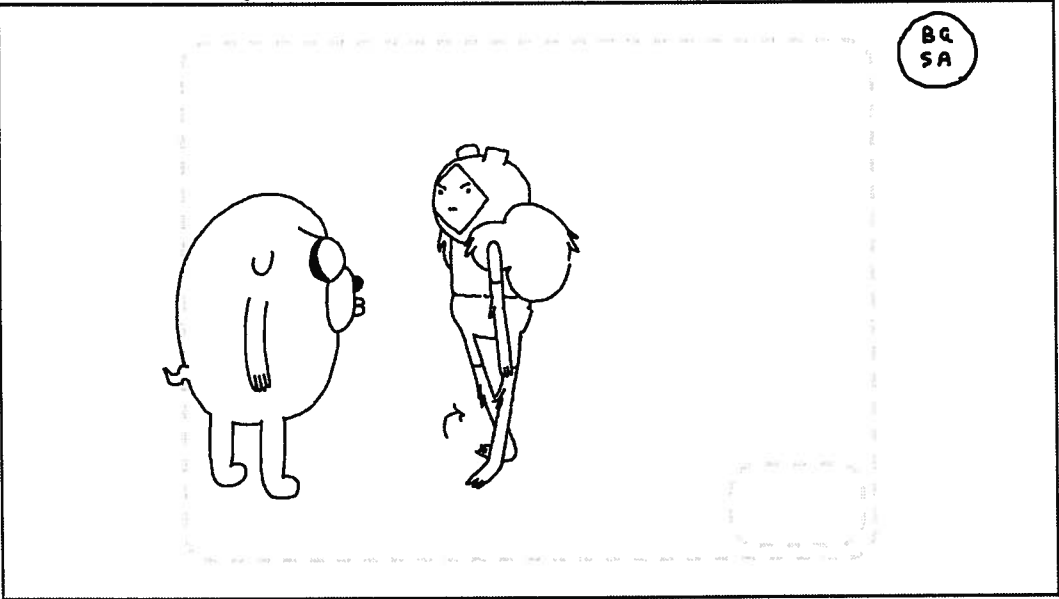
Page 225

Sc. 125 *cont*

Pnl. F

Bg.

day night

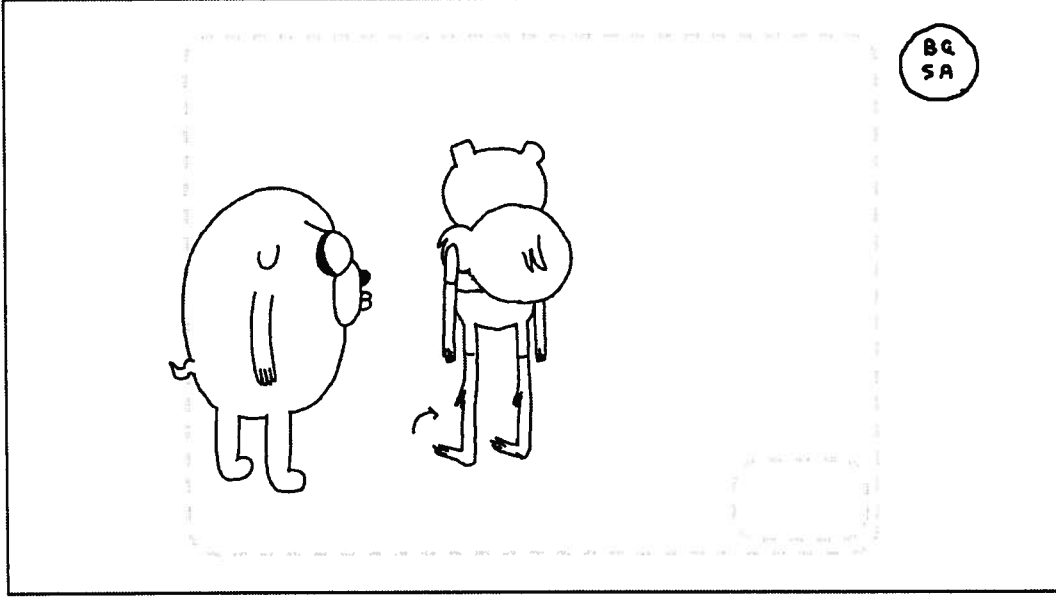


Sc. 125 *cont*

Pnl. G

Bg.

day night



Dialog:	<p><u>SFX:</u> * SMFF *</p>
Action:	<p>- GF TURNS AWAY FROM JAKE.</p> <p>FEB 25 2016</p>
Timing:	

1142-248
EPISODE #

Production :

1042 248

1042 248

1142 248

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ADVENTURE TIME

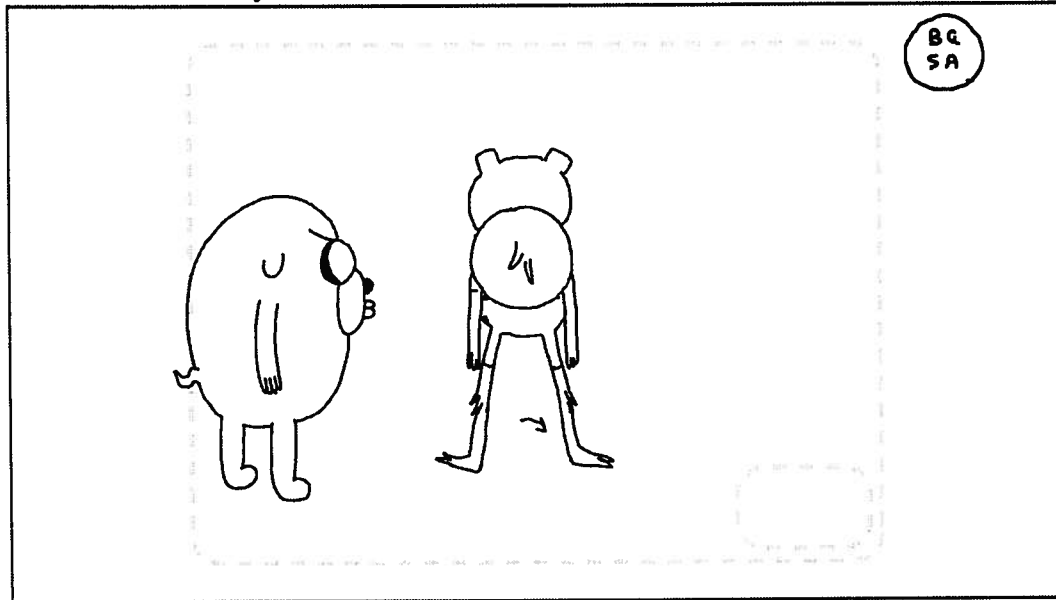


Page 226

Sc. 125 *cont* Pnl. H

Bg.

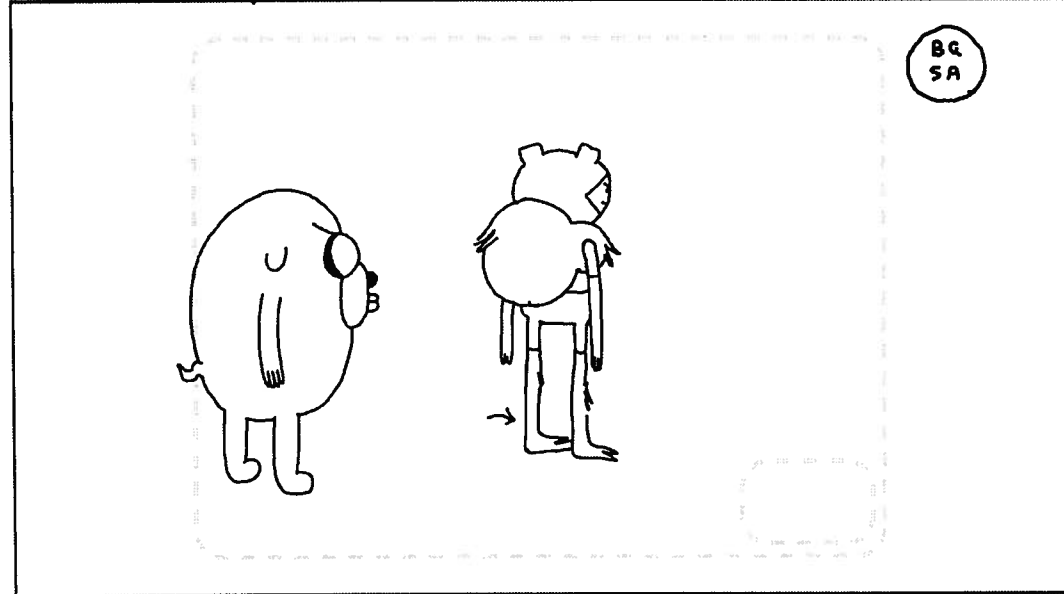
day night



Sc. 125 *cont* Pnl. I

Bg.

day night



Dialog:

Action:

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

1042 248

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ADVENTURE TIME

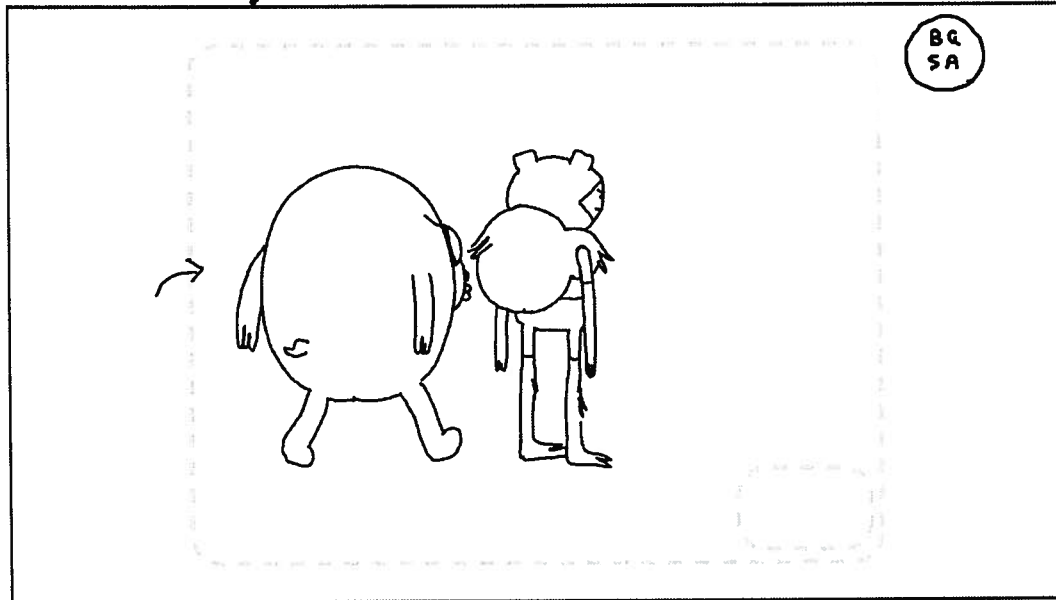


Page 227

Sc. 125 *cont* Pnl. J

Bg.

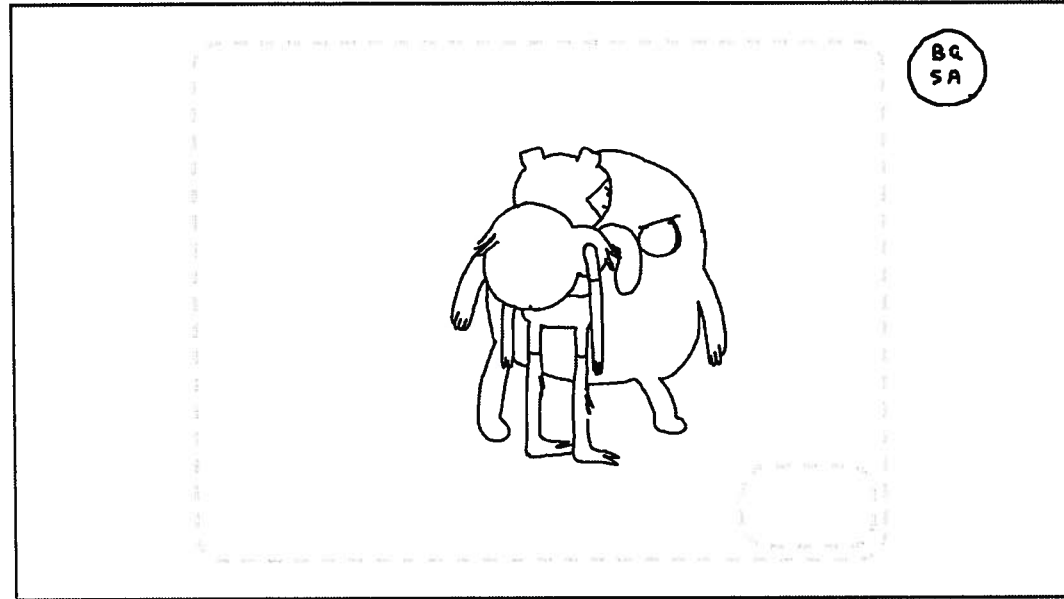
day night



Sc. 125 *cont* Pnl. K

Bg.

day night



Dialog:

Action:

- J. WALKS AROUND TO FRONT OF G.F.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

ADVENTURE TIME

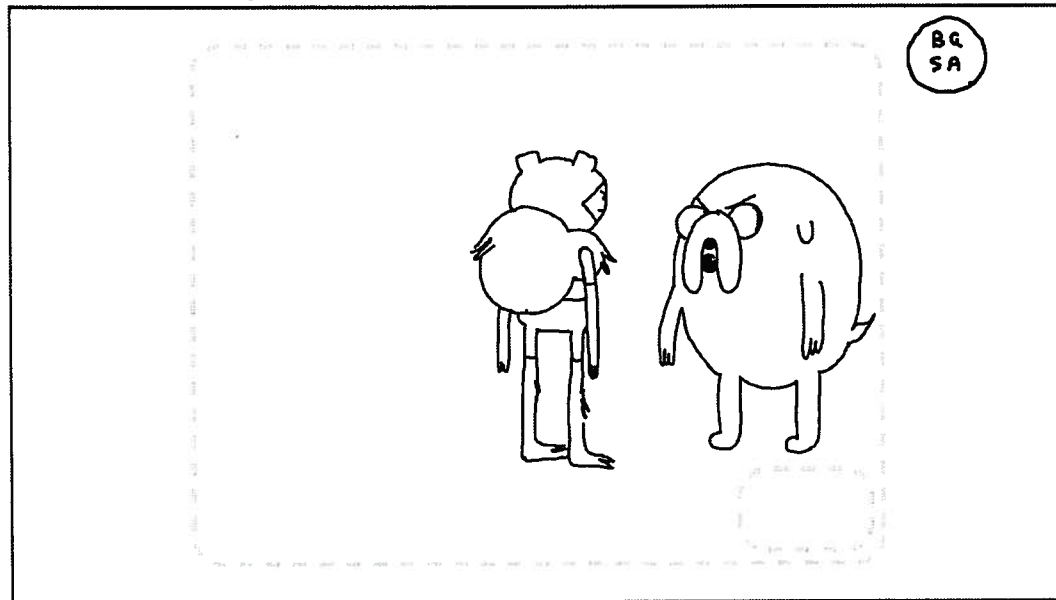


Page 228

Sc. 125 *cont* Pnl. L

Bg.

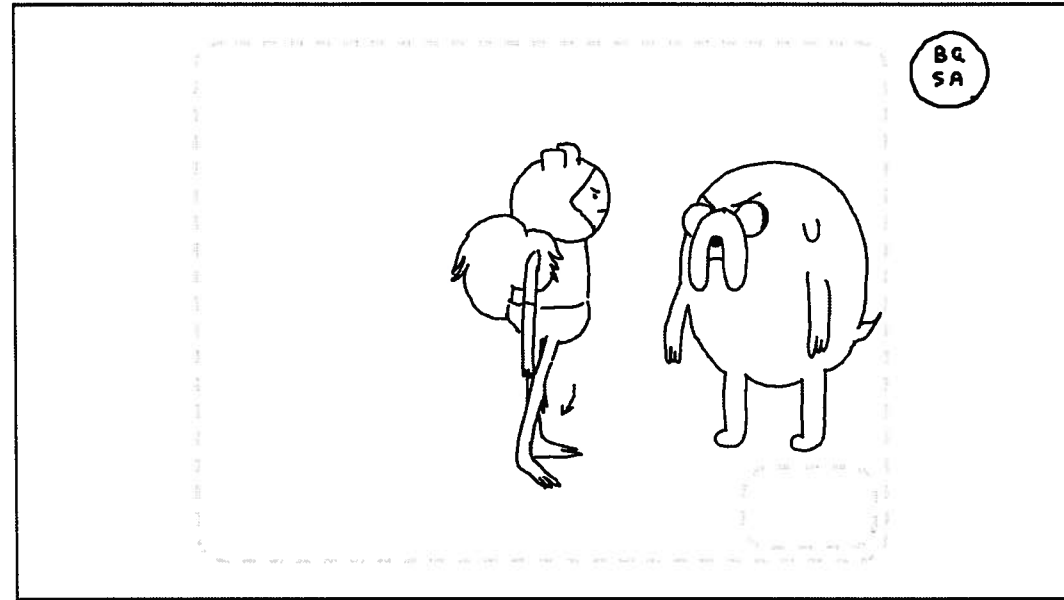
day night



Sc. 125 *cont* Pnl. M

Bg.

day night



Dialog:

① You WASTE My
BREAKFAST SY-

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME

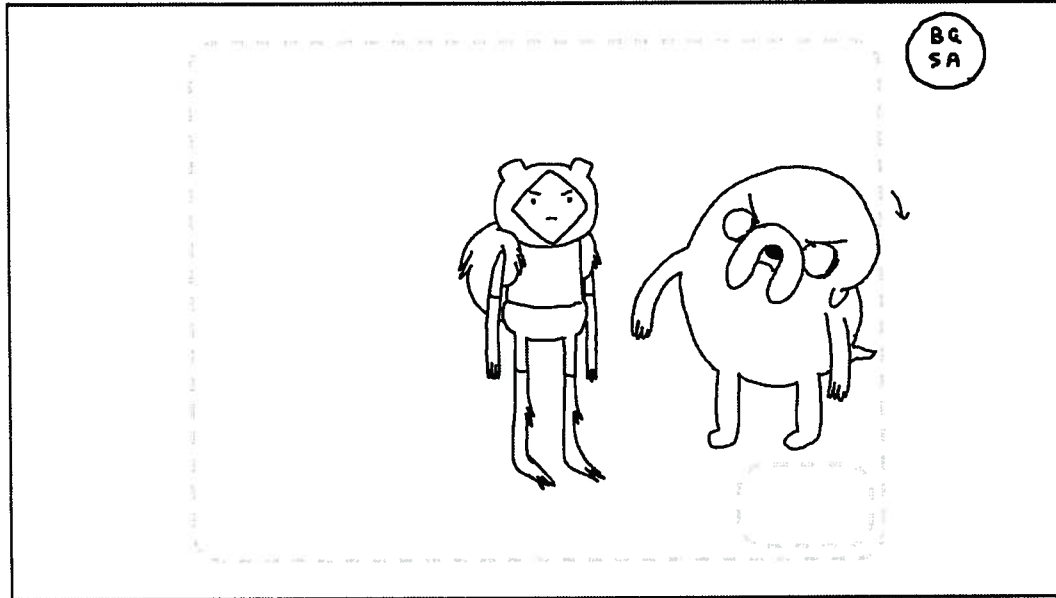


Page 229

Sc. 125 *CONT* Pnl. N

Bg.

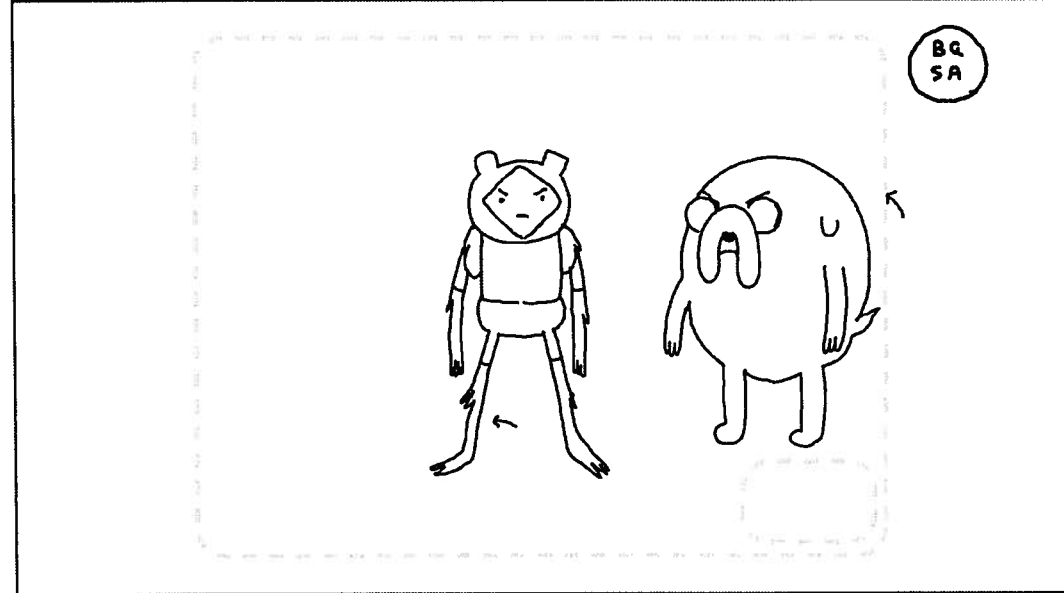
day night



Sc. 125 *CONT* Pnl. O

Bg.

day night



Dialog:

SFX: * SHFF *

Action:

- G.F. TURNS AWAY AGAIN.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

ADVENTURE TIME



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Sc. 129 *cont* Pnl. P

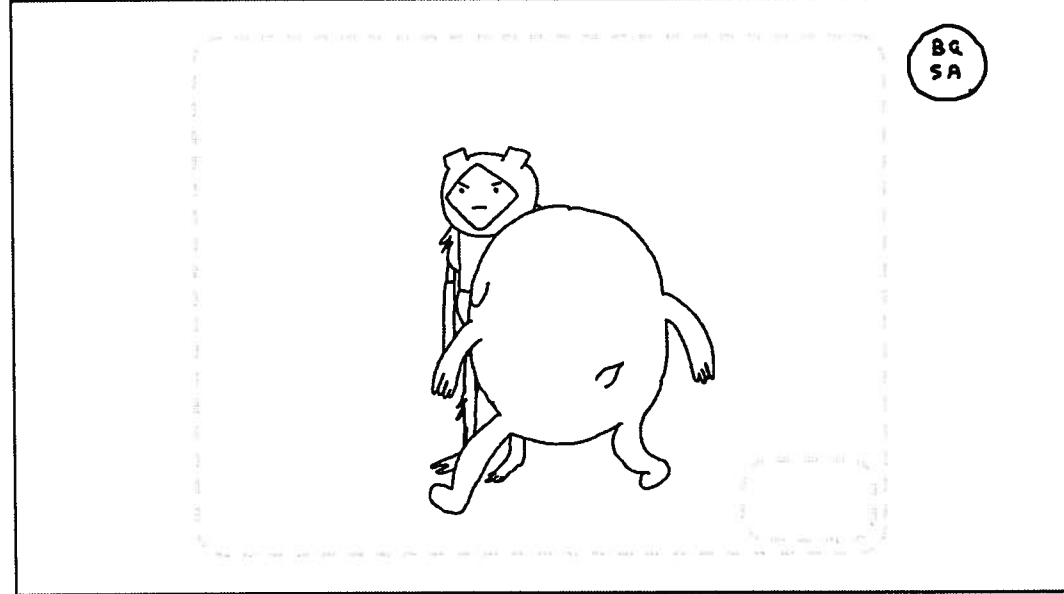
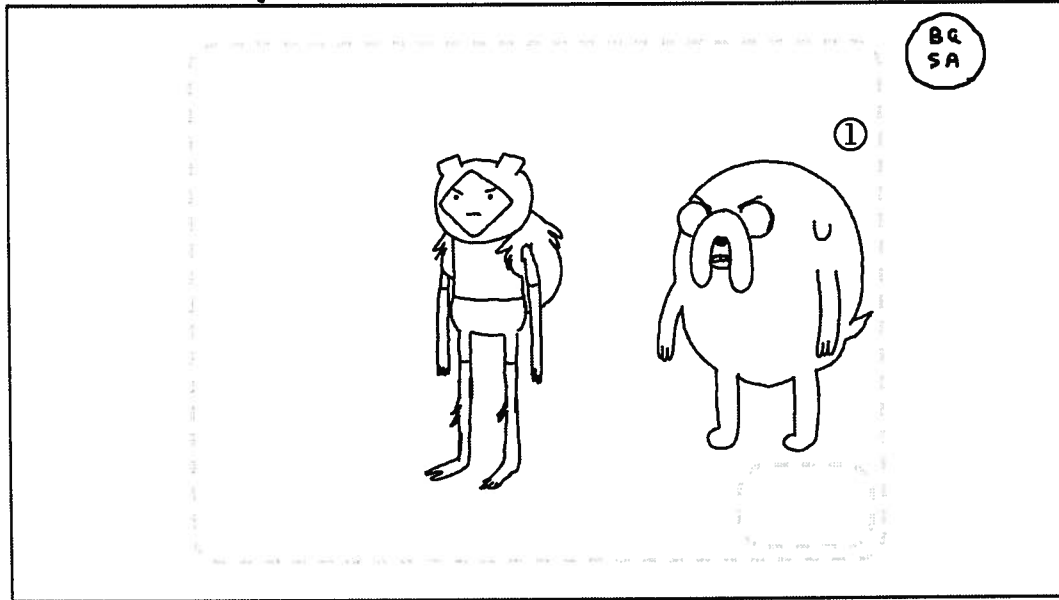
Bg.

day night

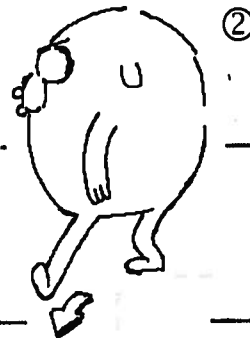
Sc. 129 *cont* Pnl. Q

Bg.

day night



Dialog:	
②/ BREAKFAST SYRUP. HEY.	
Action:	
Timing:	



FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME



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Sc. 125 *CONT* Pnl. R

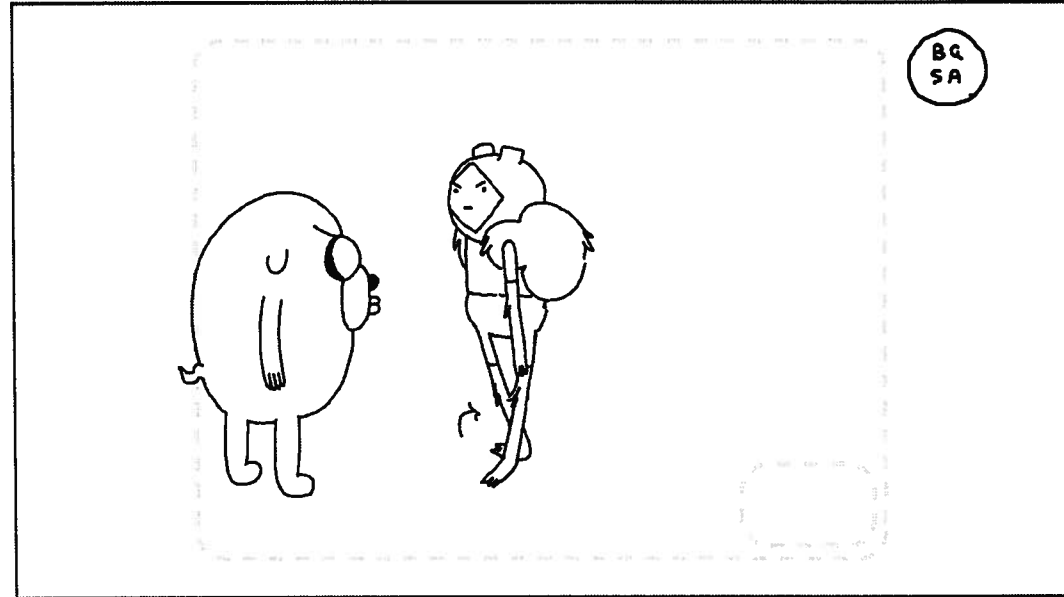
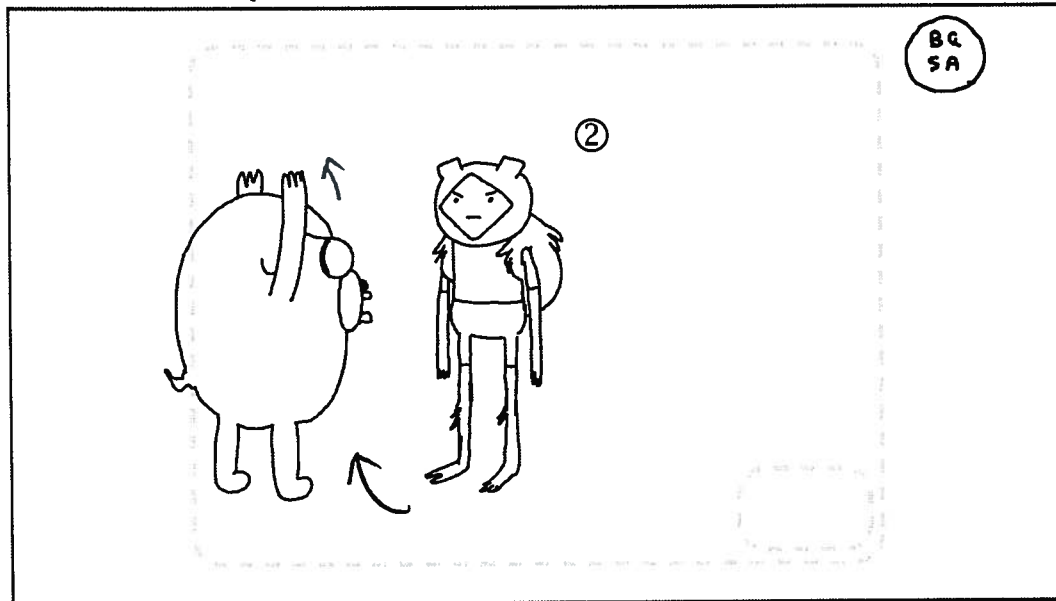
Bg.

day night

Sc. 125 *CONT* Pnl. S

Bg.

day night



Dialog:

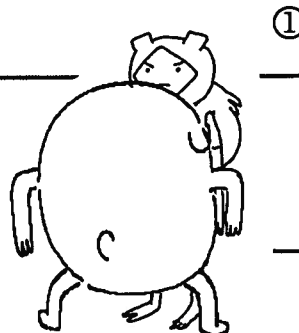
①/ LOOK AT ME
WHEN I'M MAD!

FEB 25 2016

Action:

- J. CIRCLES AROUND TO FRONT
OF A G.F.

Timing:



EPISODE # 1042-248

EPISODE #

1042 248

Production :

1042 248

1042 248

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ADVENTURE TIME

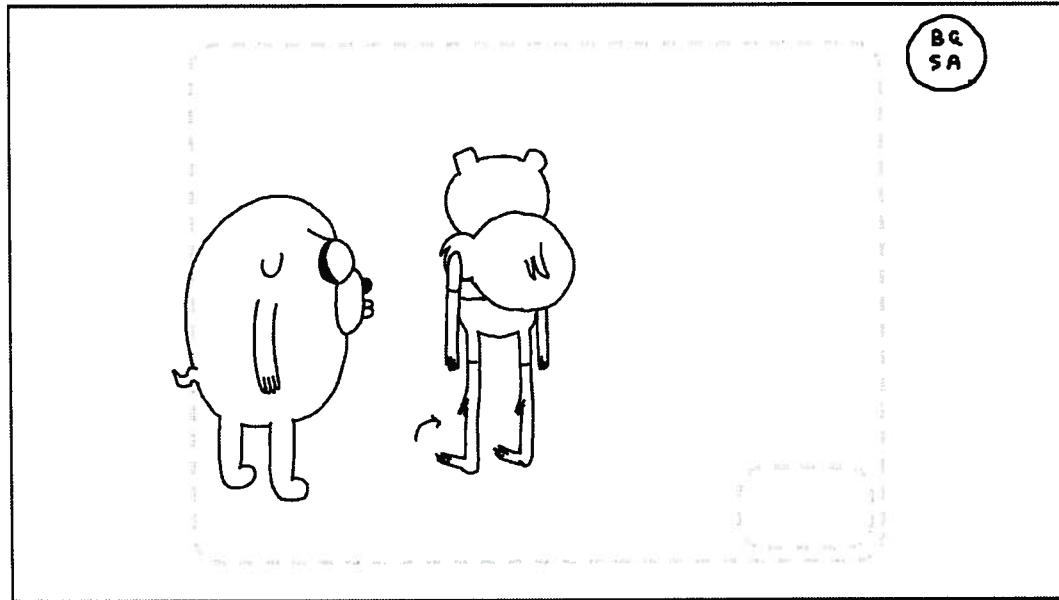


Page 232

Sc. 125 *CONT* Pnl. T

Bg.

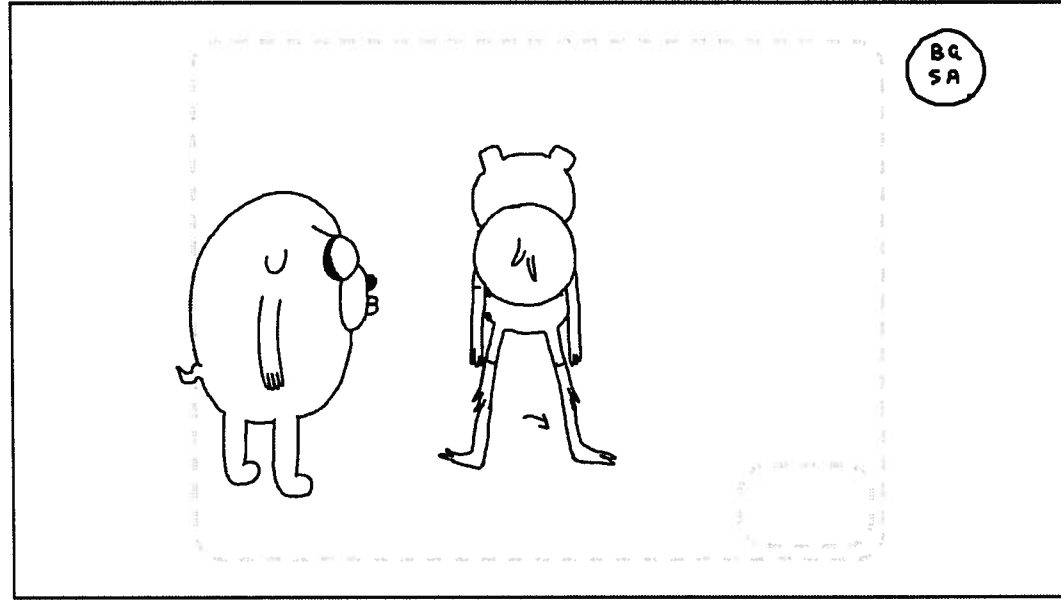
day night



Sc. 125 *CONT* Pnl. U

Bg.

day night



Dialog:

SFX:
— SHFF

Action:

FEB 25 2010

Timing:

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EPISODE #

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Production :

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1042 248

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ADVENTURE TIME

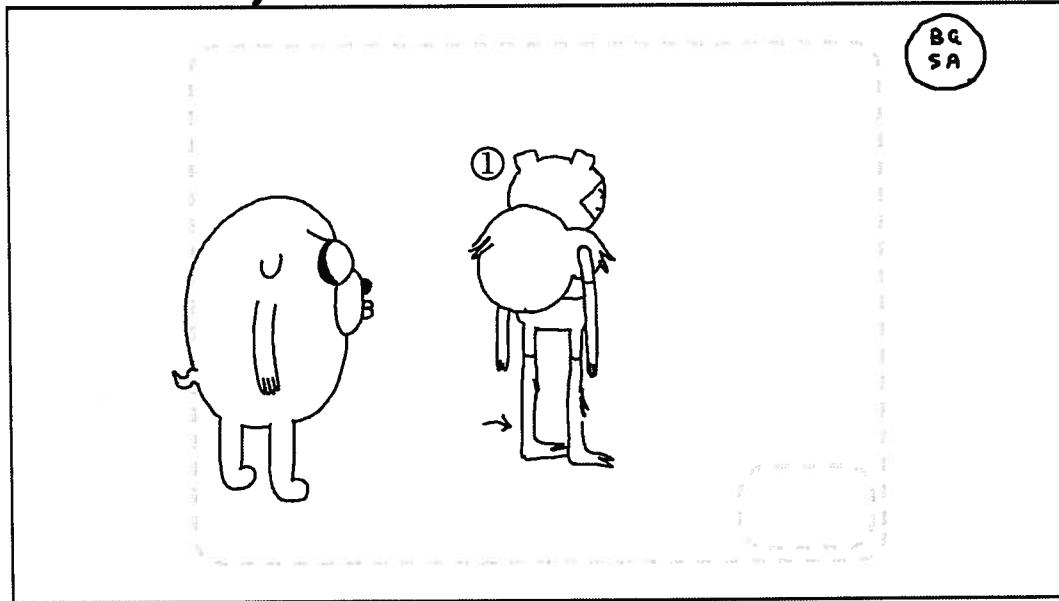


Page 233

Sc. 125 *cont* Pnl. V

Bg.

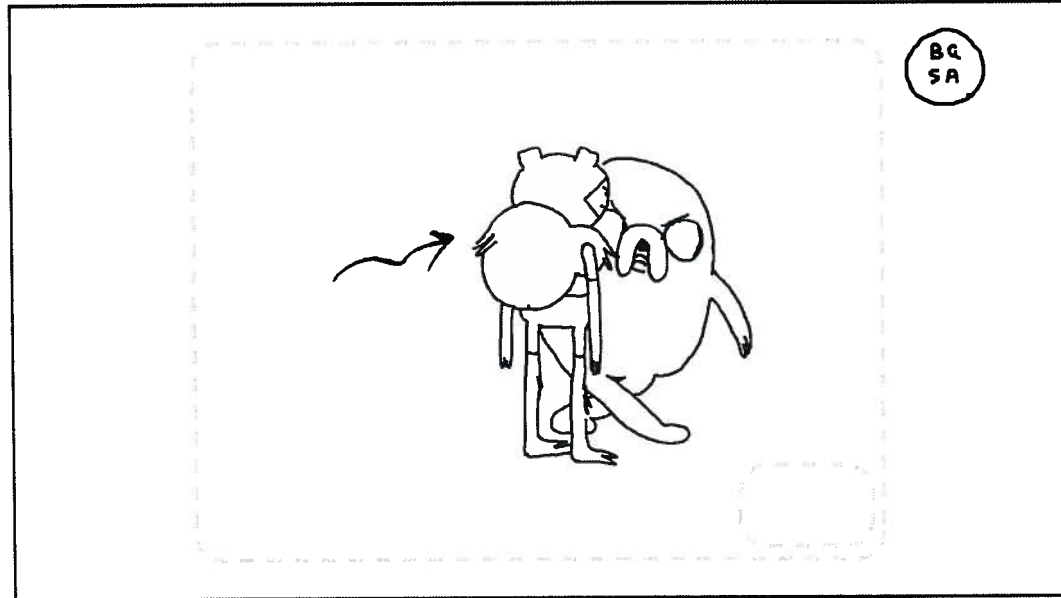
day night



Sc. 125 *cont* Pnl. W

Bg.

day night



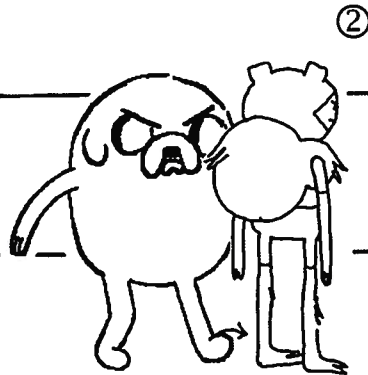
Dialog:

U/ LOOK IT MY EYES

Action:

FEB 25 2016

Timing:



EPISODE # 1042-248

Production :

1042 248

1042 248

ADVENTURE TIME

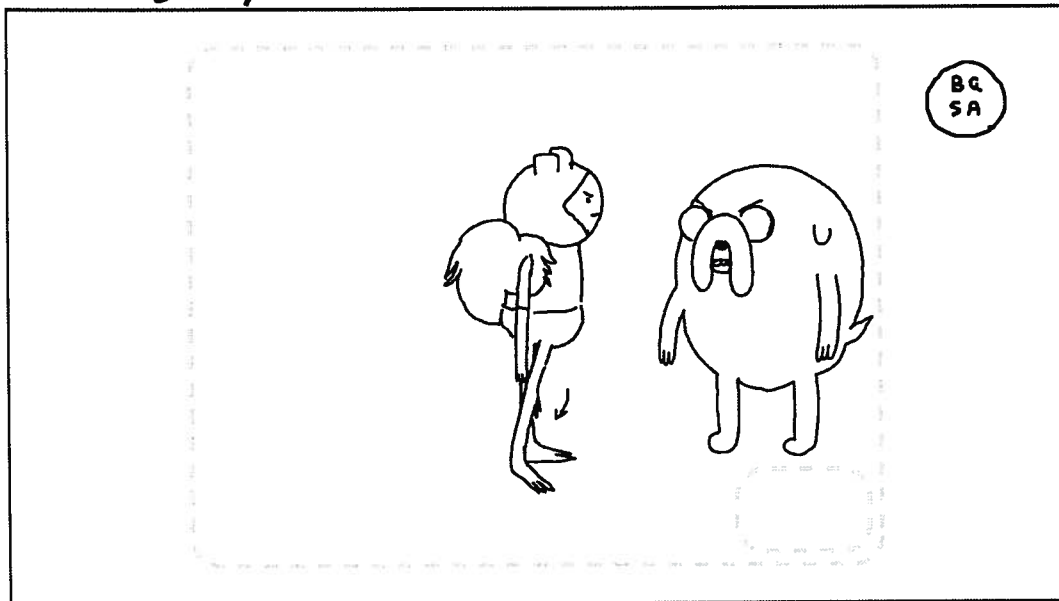


Sc. 129 *CONT*

Pnl. X

Bg.

day night

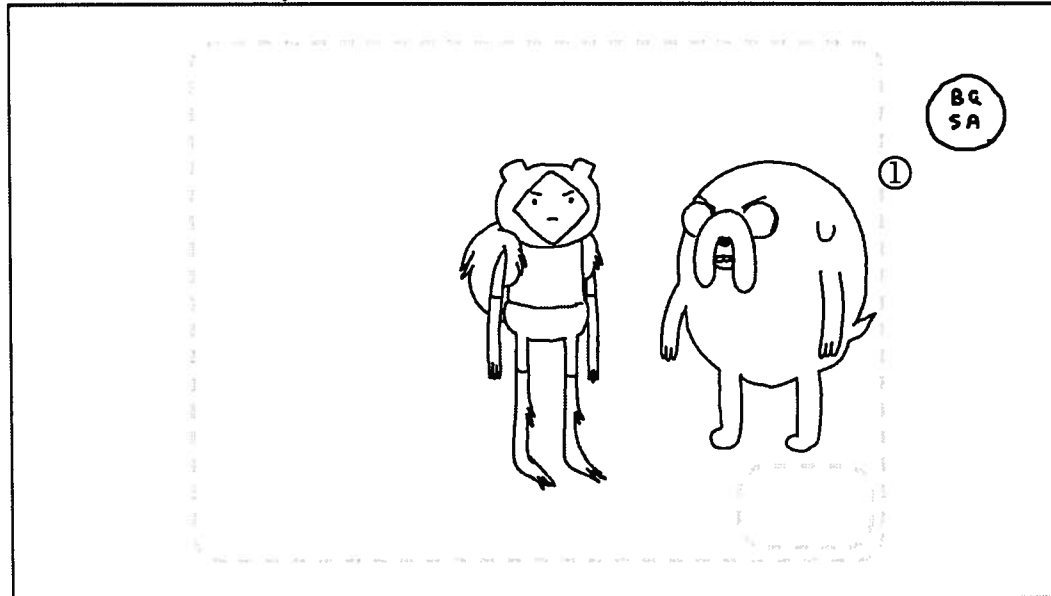


Sc. 125 *CONT*

Pnl. Y

Bg.

day night



Dialog:

① THEY'RE -

① (CONT) MAD.

Action:

Timing:

FEB 25 2016



Production :

EPISODE # 1042-248

1042 248

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ADVENTURE TIME

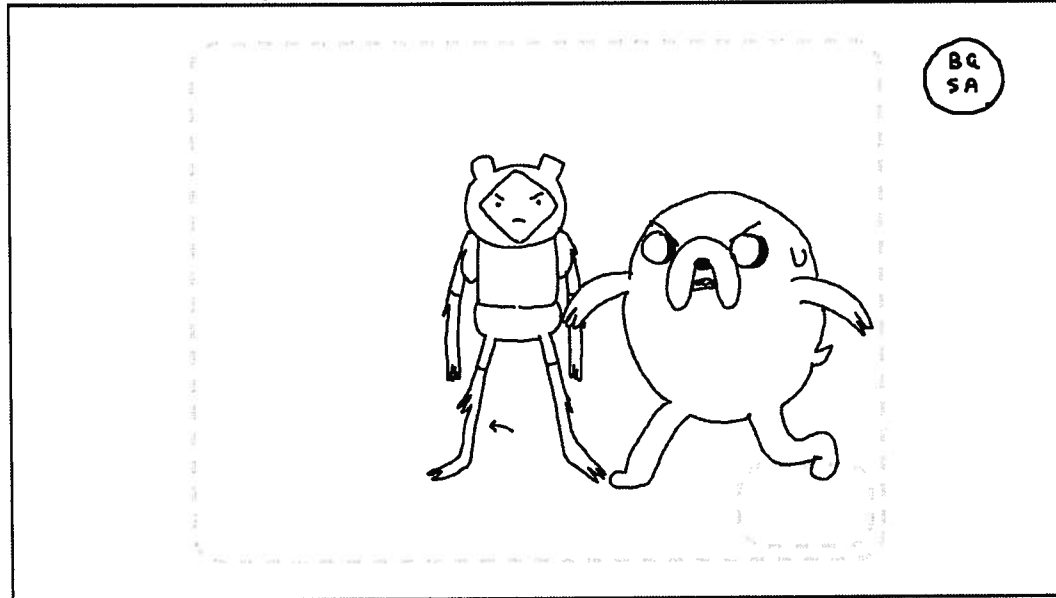


Page 235

Sc. 125 *CONT* Pnl. 2 A

Bg.

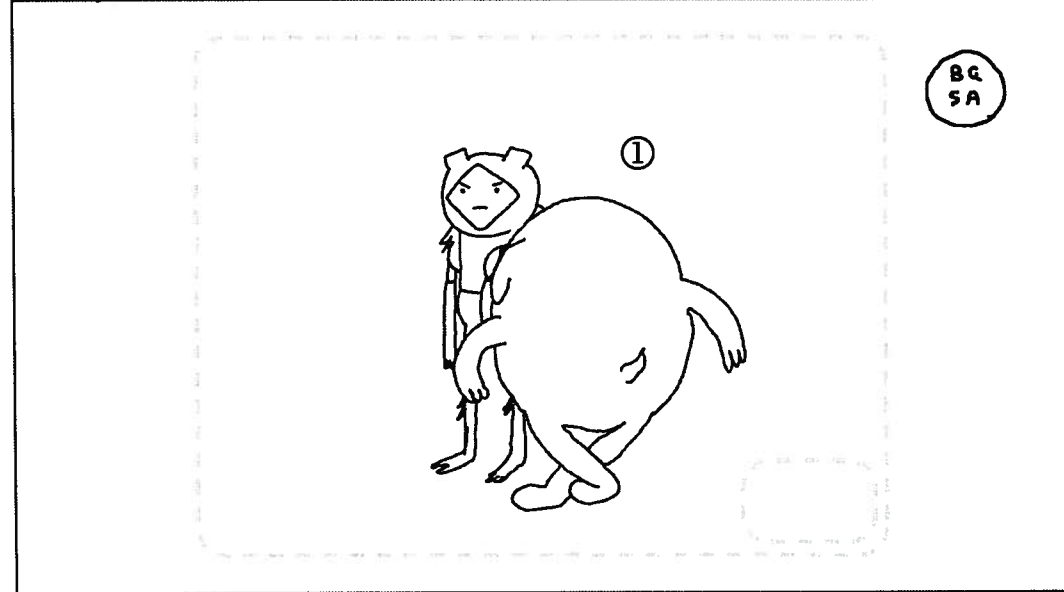
day night



Sc. 125 *CONT* Pnl. 2 B

Bg.

day night



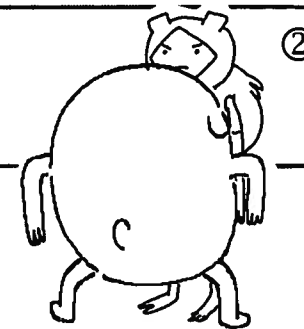
Dialog:

Q(CONT) AND THEY --

Q(CONT) HAVE TO --

Action:

Timing:



FEB 25 2016

1042-248

EPISODE #

1042 248

Production :

1042 248

ADVENTURE TIME



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Sc. 125 **CONT** Pnl. 2 **C**

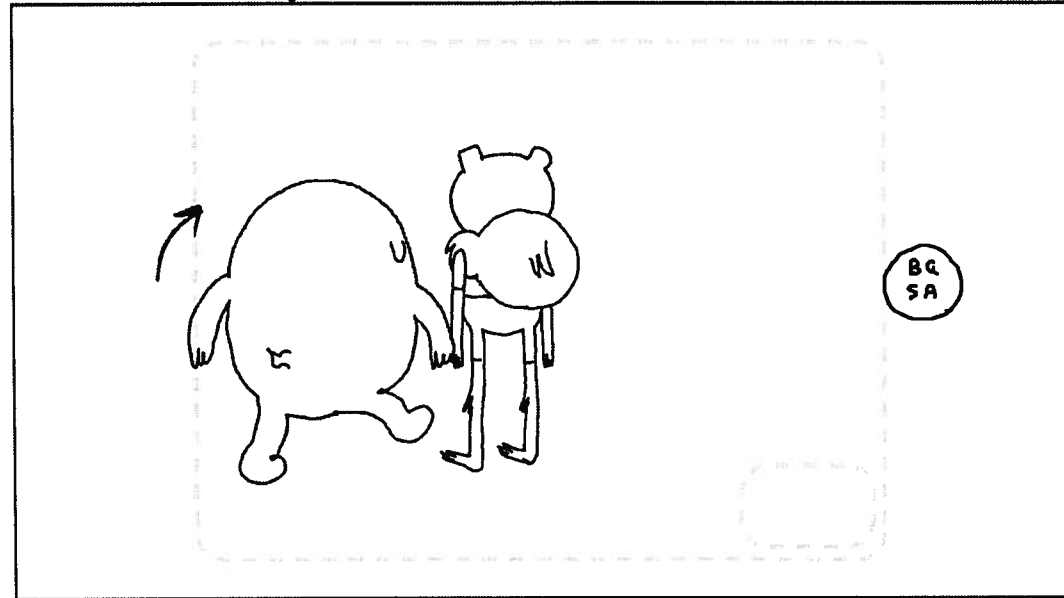
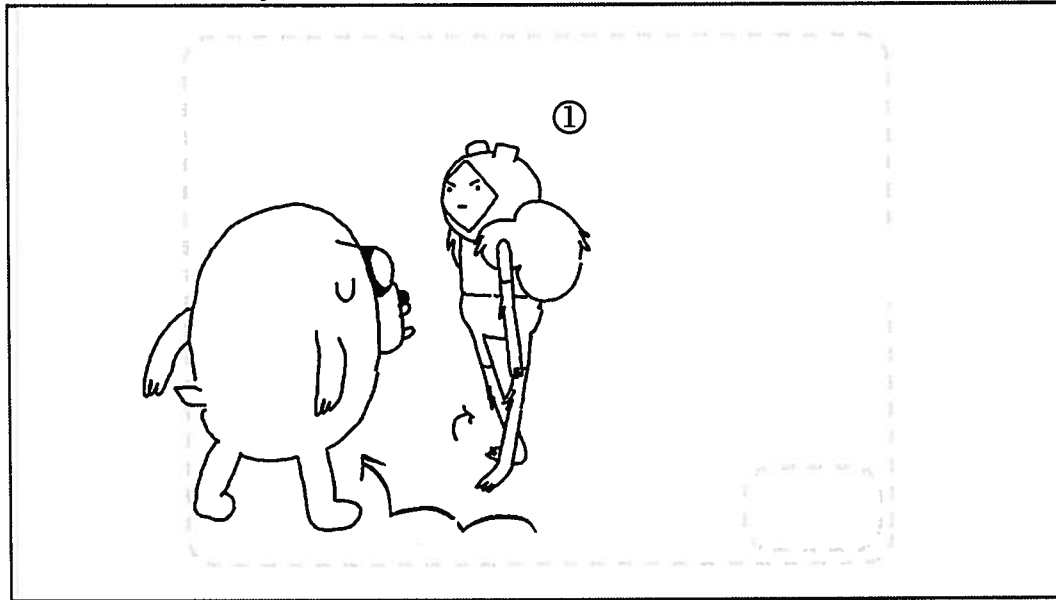
Bg.

day night

Sc. 125 **CONT** Pnl. 2 **D**

Bg.

day night



Dialog:

① (com) LOOK IN YOUR -- HEY!
They have to take a look in your eyes!

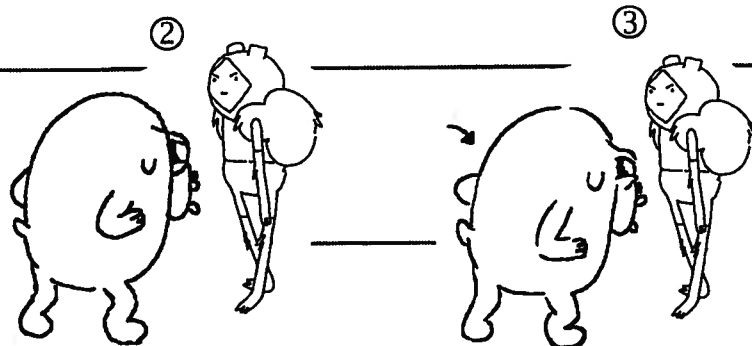
② TAKE MY ANGER --

Action:

-J. CONTINUES CIRCLING SHIFTING G.F.

FEB 25 2016

Timing:



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EPISODE #

1042 248

Production :

1042 248

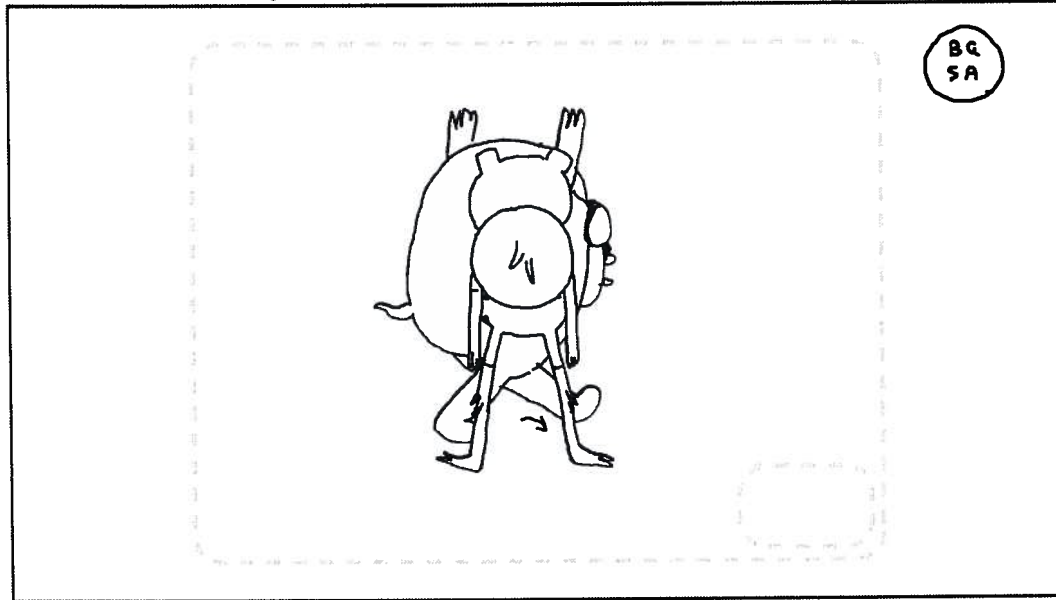
ADVENTURE TIME



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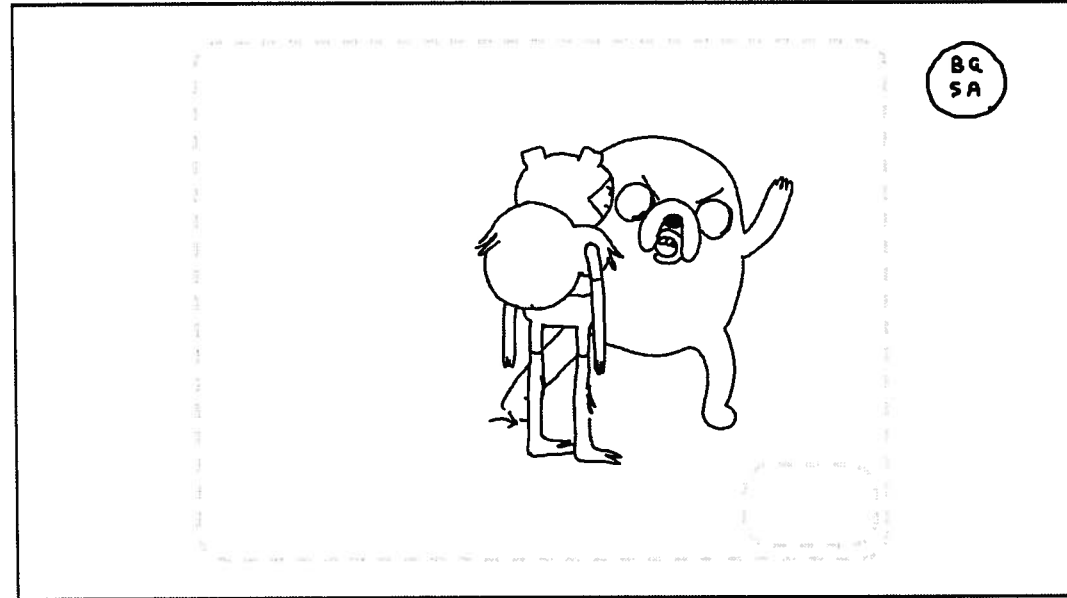
Sc. 125 *CONT* Pnl. 2 E Bg.

day night



Sc. 125 *CONT* Pnl. 2 F Bg.

day night



Dialog:

① (CONT) INTO YOUR FACE.

① YOU'RE A --

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

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ADVENTURE TIME



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Sc. 125 *cont*

Pnl. 2 G

Bg.

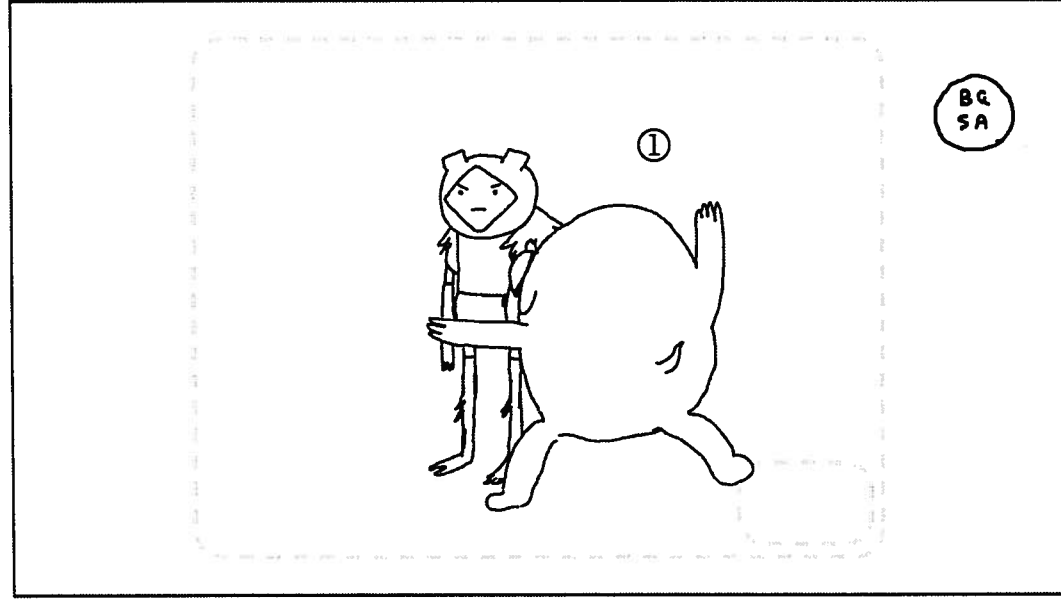
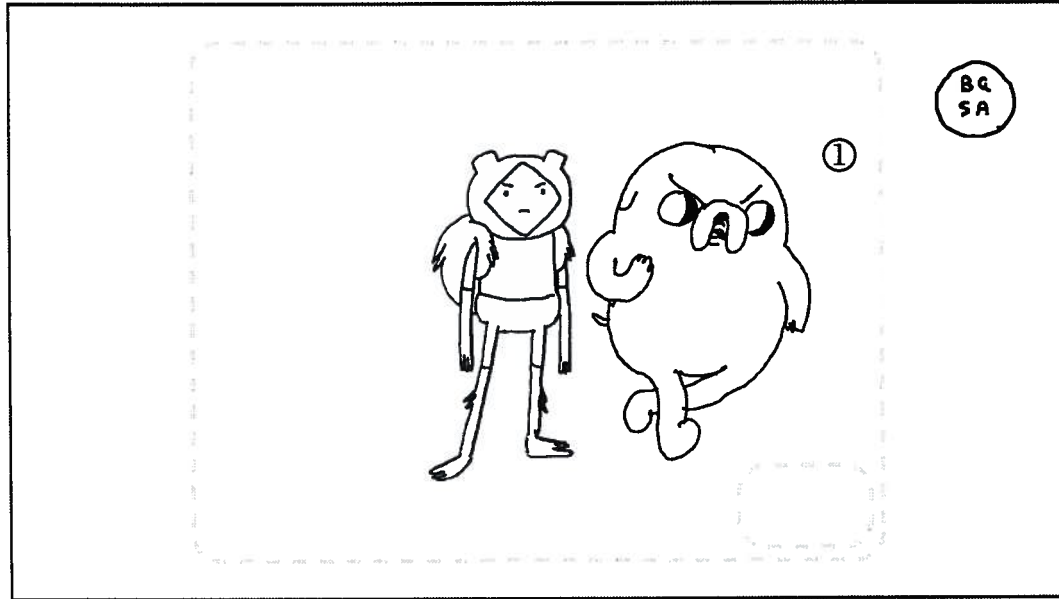
day night

Sc. 125 *cont*

Pnl. 2 H

Bg.

day night

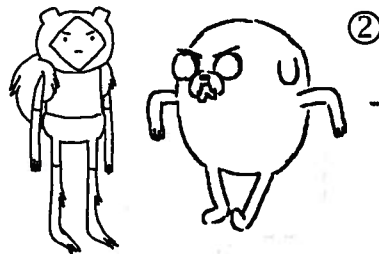


Dialog:

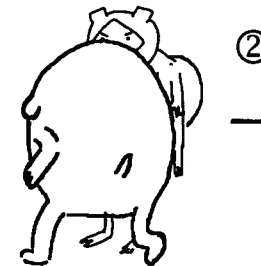
① (cont) FRAUD.

① YOU THINK -

Action:



Timing:



FEB 25 2016

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Production :

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ADVENTURE TIME



Page 239

Sc. 125 *cont*

Pnl. 21

Bg.

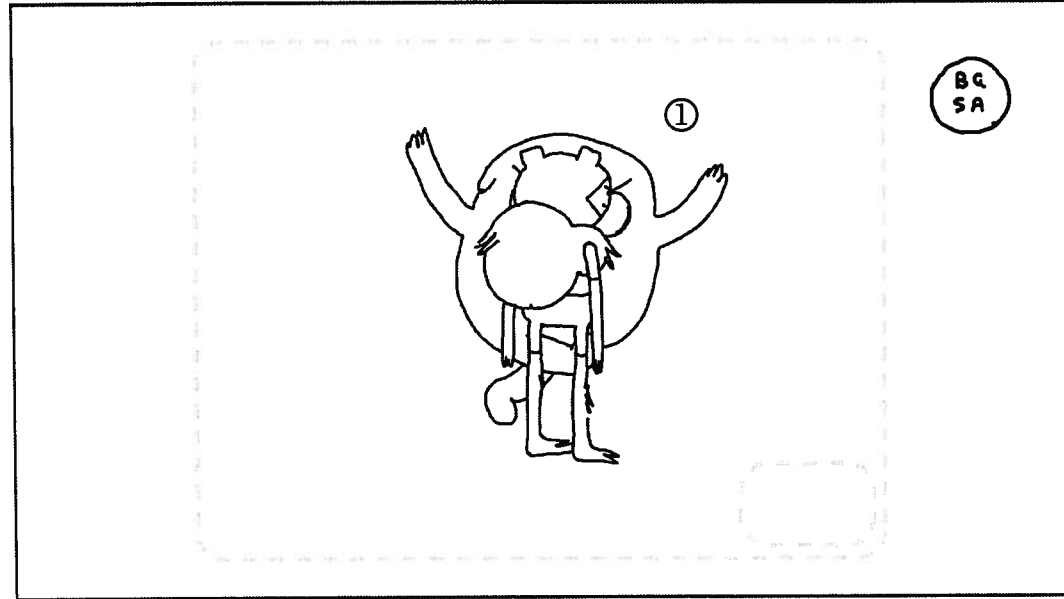
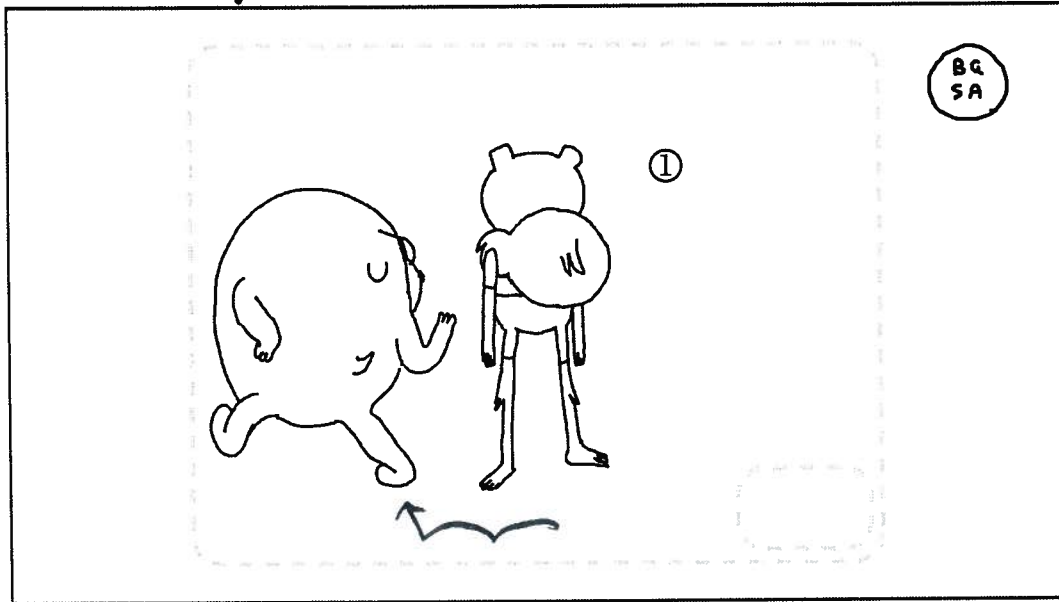
day night

Sc. 125 *cont*

Pnl. 22

Bg.

day night

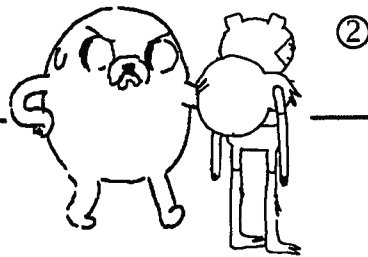


Dialog:

①/(CONT) YOU CAN -

①/(CONT) FAKE JAKE ?

Action:



Timing:



FEB 25 2016

Production :

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1042 248

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ADVENTURE TIME



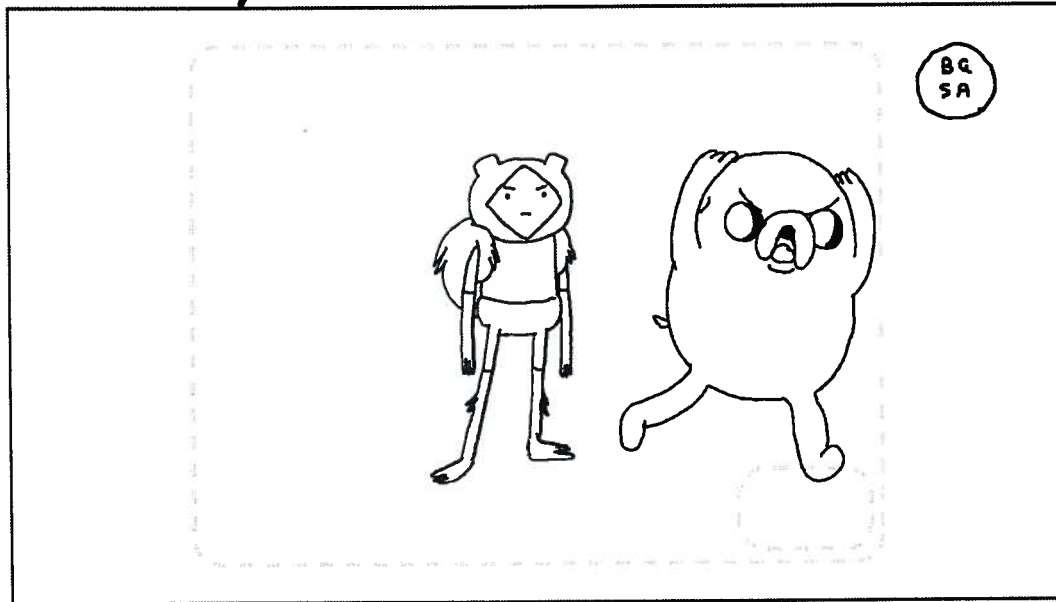
Page 240

Sc. 125 *CONT*

Pnl. Z K

Bg.

day night

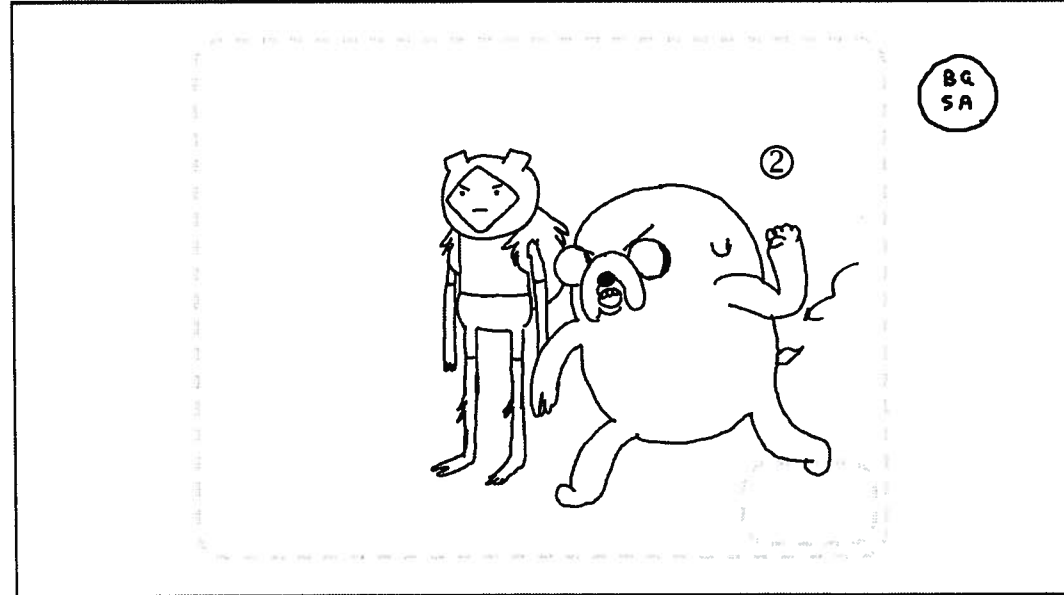


Sc. 125 *CONT*

Pnl. Z L

Bg.

day night



Dialog:

Q/ CAN'T FAKE -

Q/(CONT) JAKE !

Action:

Timing:



FEB 25 2016

EPISODE # 1042-248

1042 248

Production :

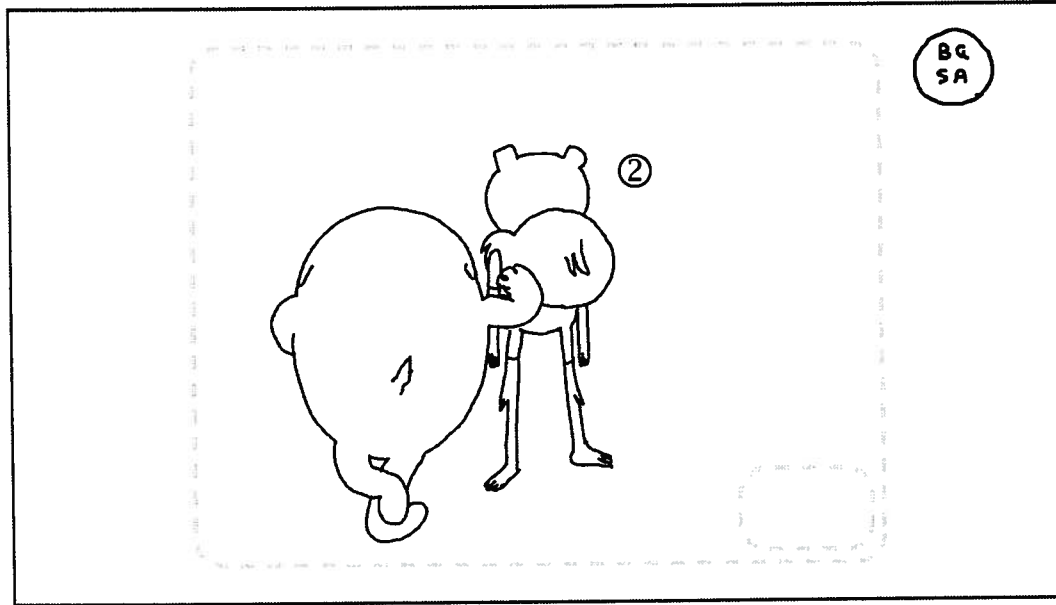
1042 248

ADVENTURE TIME

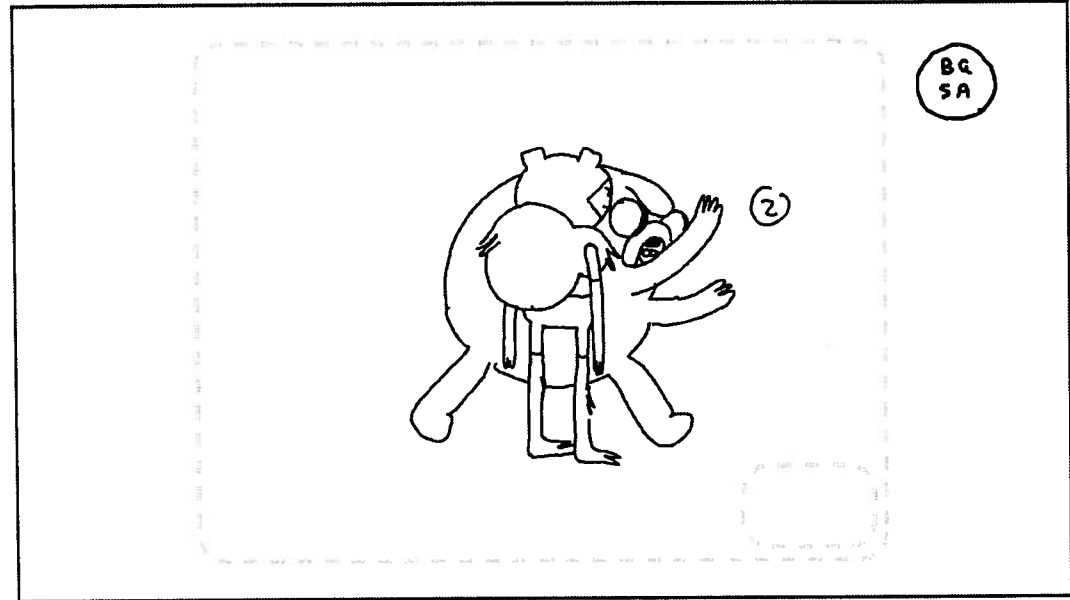


Page 241

Sc. 125 *cont* Pnl. 2 M Bg. day night



Sc. 125 *cont* Pnl. 2 N Bg. day night



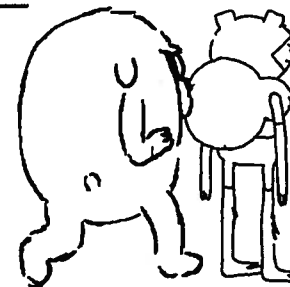
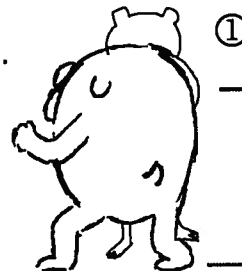
Dialog:

① CAKE ! RAKE !

Action:

-JAKE
SLAPS HAND WITH
EACH EXCLAMATION.

Timing:



FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

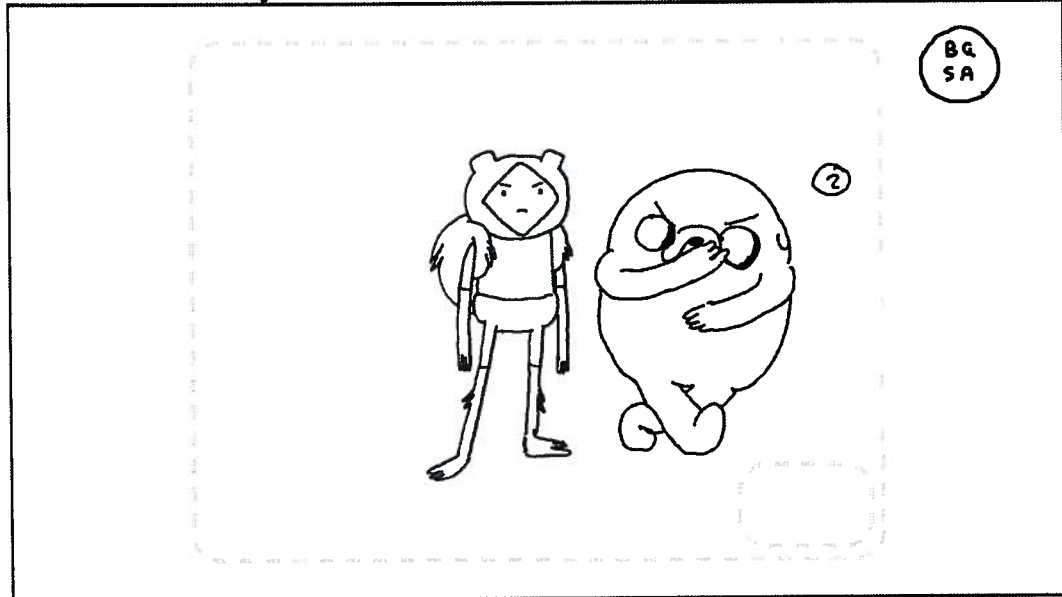
1042 248

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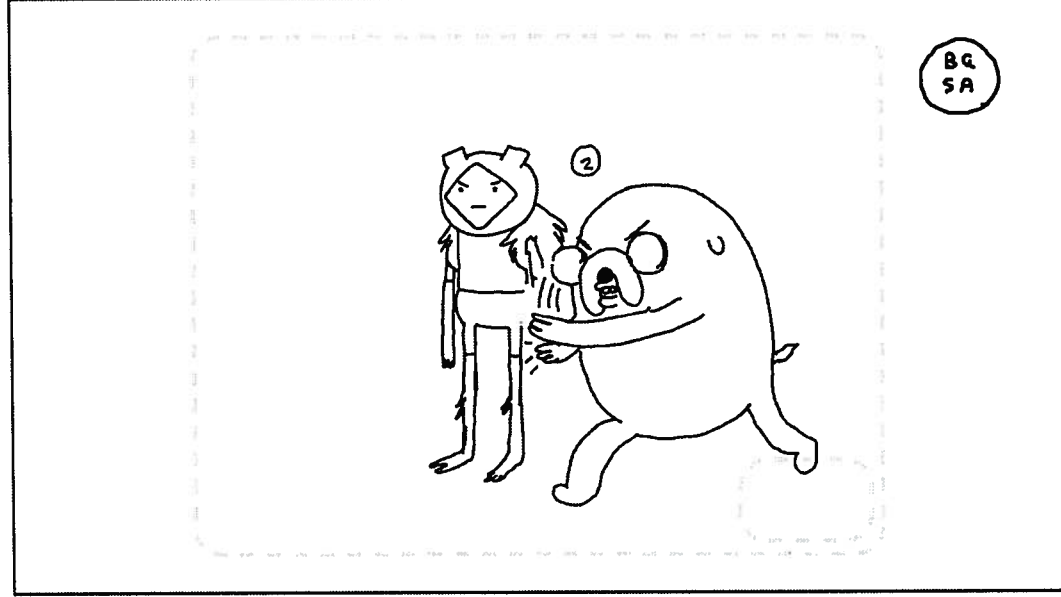
ADVENTURE TIME



Sc. 125 CONT Pnl. 20' Bg. day night



Sc. 125 CONT Pnl. 2P Bg. day night



Dialog:	
J/ (CONT) STEAK!	
J/ GARTER SNAKE!	
Action:	
Timing:	



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EPISODE # 1042-248

Production :

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1042 248

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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 126 Pnl. A Bg. day night

Dialog:

Finn: Oh man! Oh man!

FEB 25 2016

Action:

Timing:

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EPISODE # 1042-248

Production :

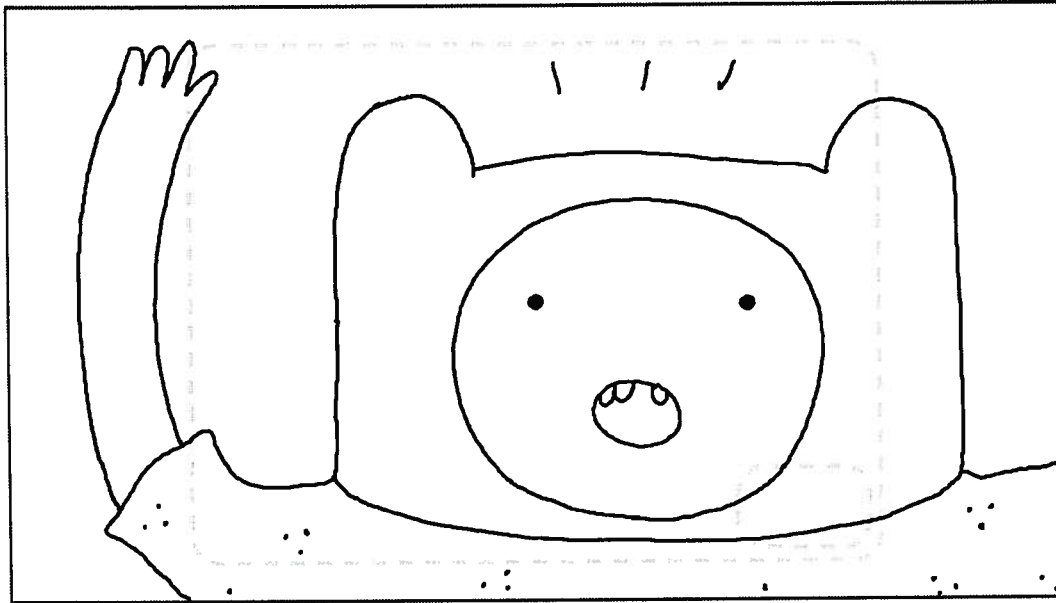
1042 248

ADVENTURE TIME

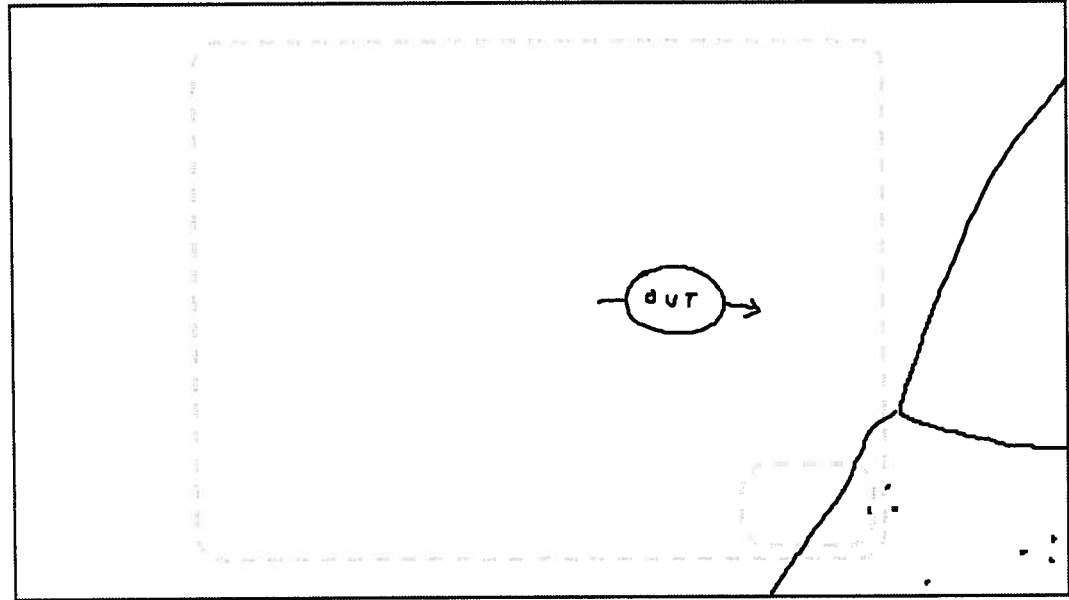


Page 244

Sc. 126 *CONT* Pnl. B Bg. day night



Sc. 126 *CONT* Pnl. C Bg. day night



Dialog:

F OH! IDEA!

Action:

- F. RUNS OFF/S.

FEB 25 2016

Timing:

1042-248

EPISODE #

Production :

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1042 248

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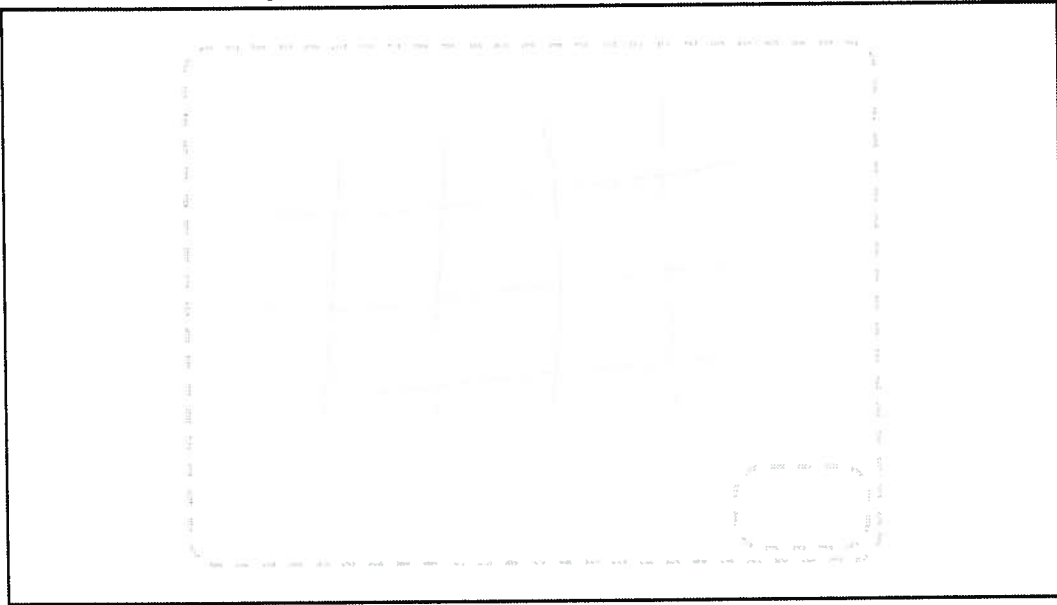
ADVENTURE TIME



Sc. 126 *cont* Pnl. 0

Bg.

day night

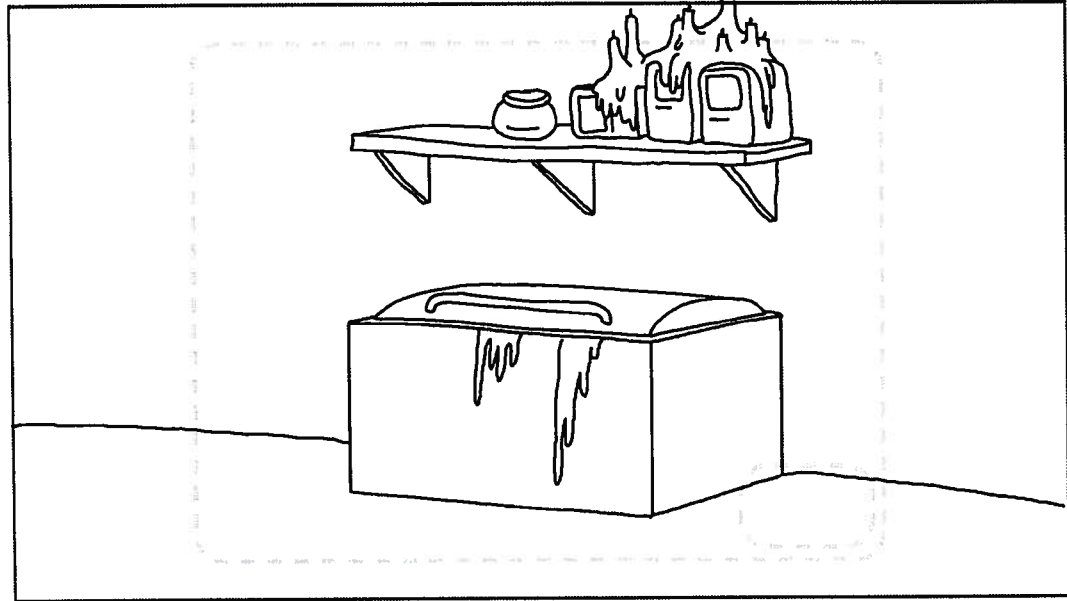


Sc. 127

Pnl. A

Bg.

day night



Dialog:

*(SFX) * RUNNING DOWN STEPS. **

Action:

SFX STRADDLES BOTH FEB 25 2016

Timing:

SCENES

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EPISODE #

1042 248

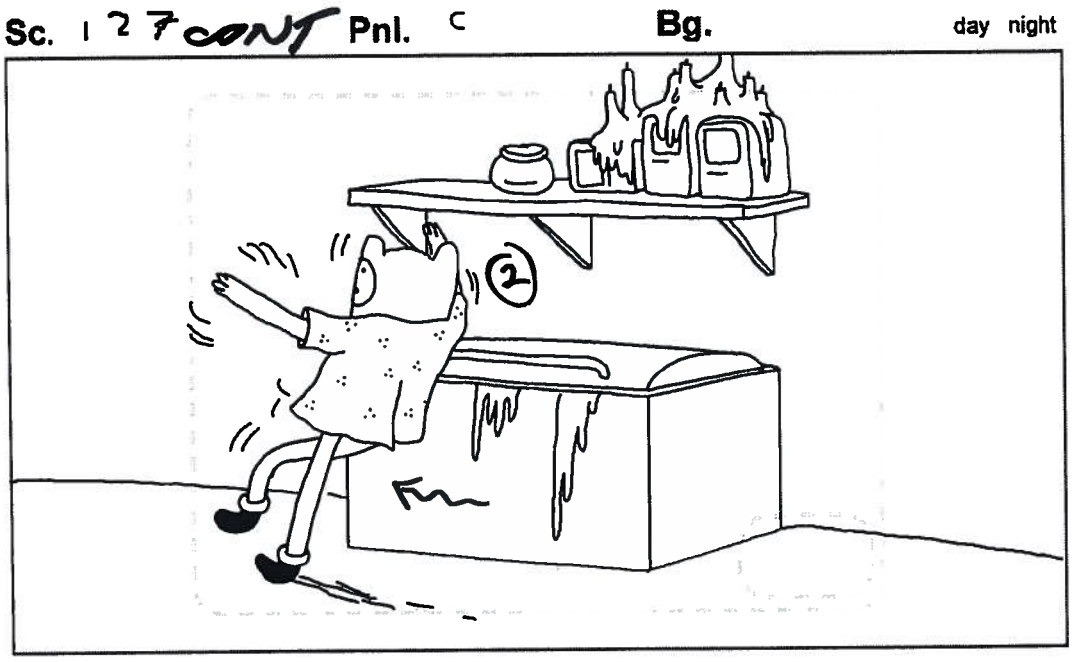
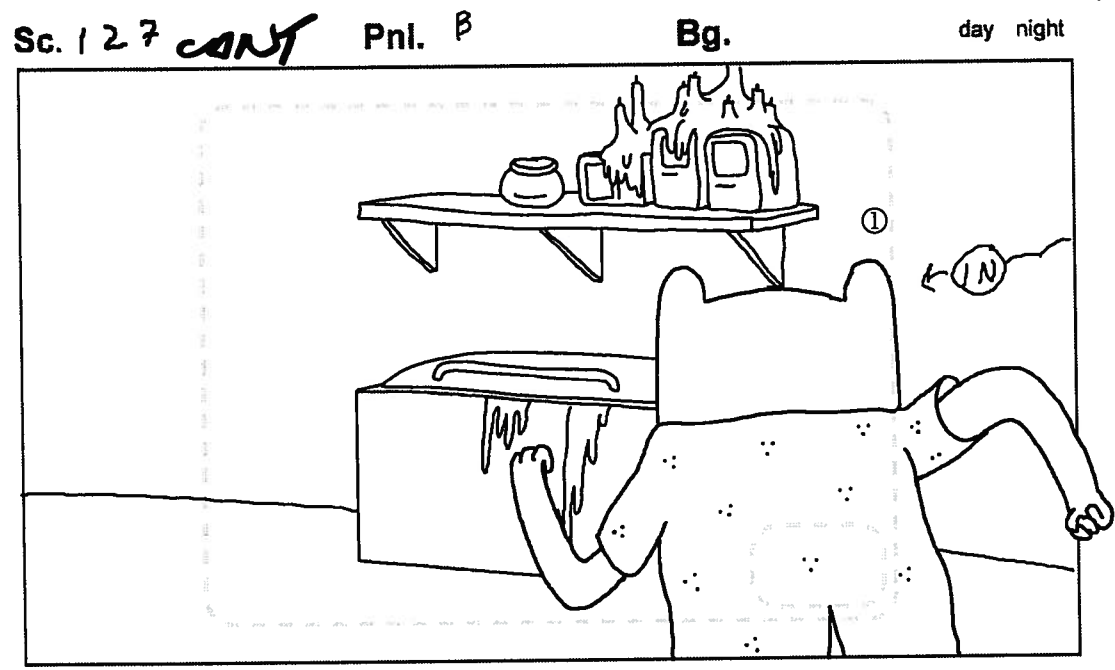
Production :

1042 248

1042 248

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ADVENTURE TIME



Dialog:

Action: - F. RUNS ON/S.

Timing:

FEB 25 2016

- F. SLIDES TO A STOP

1042-248
EPISODE #

1042 248

ADVENTURE TIME

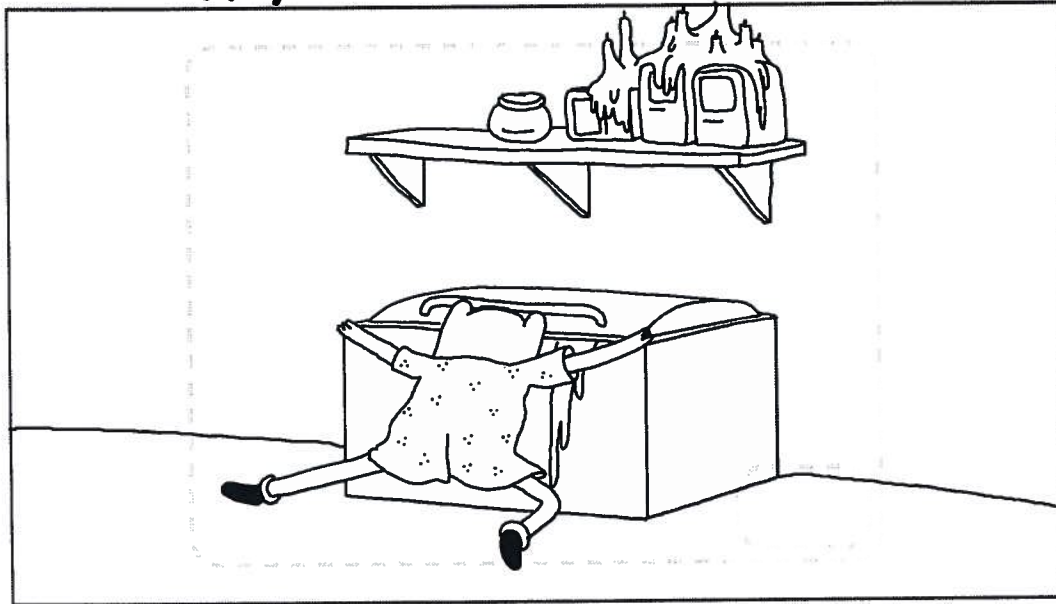


Page 247

Sc. 127 *cont* Pnl. D

Bg.

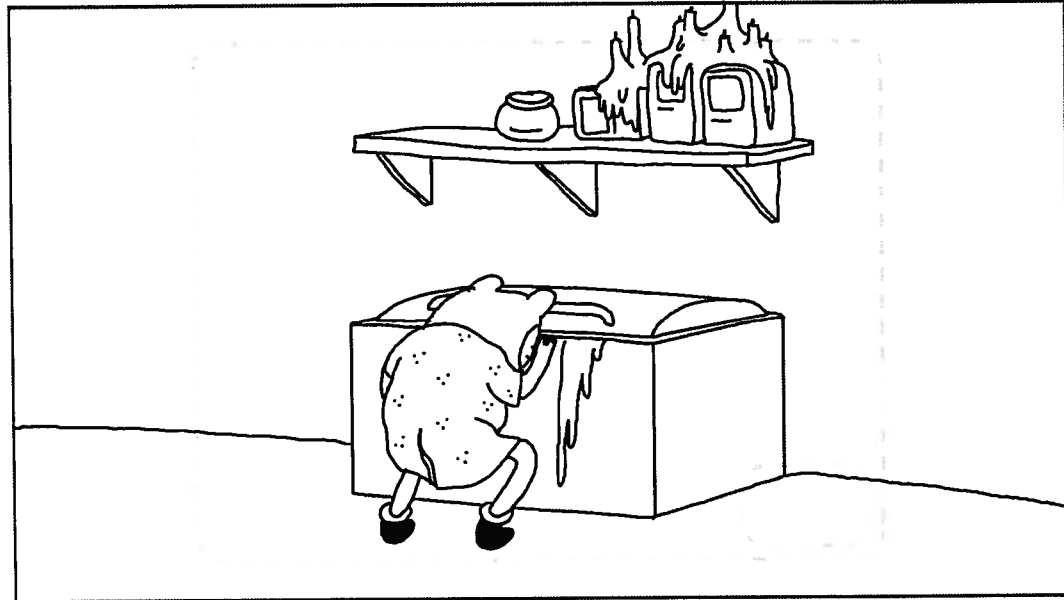
day night



Sc. 127 *cont* Pnl. E

Bg.

day night



Dialog:

Action:

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

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1042 248

ADVENTURE TIME



Page **248**

Sc. 127 *cont* Pnl. F

Bg.

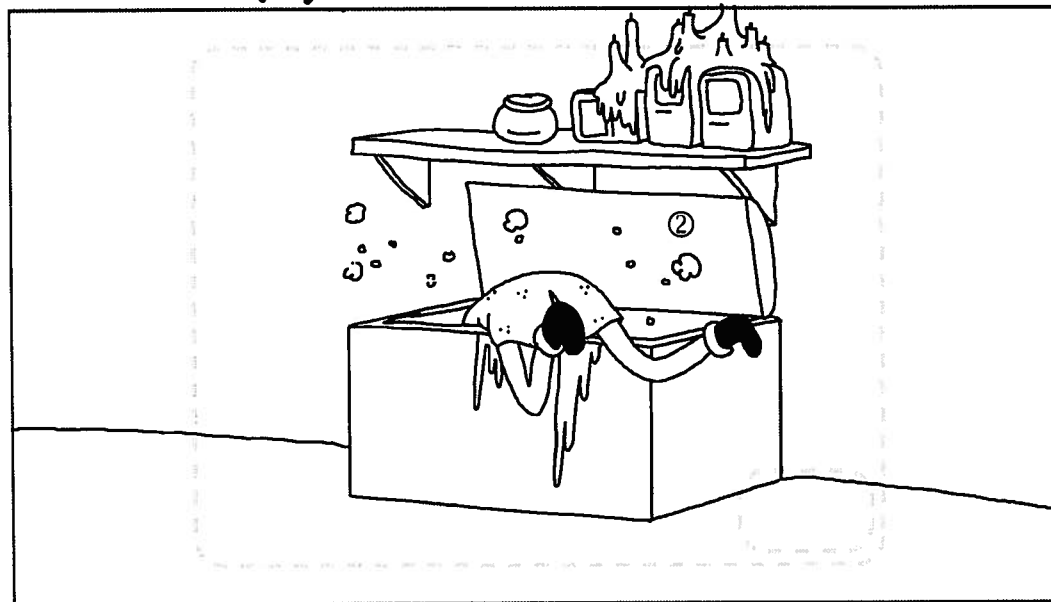
day night



Sc. 127 *cont* Pnl. G

Bg.

day night



Dialog:

SFX:
* CHUNK *

FEB 25 2016

Action:

- F THROWS OPEN FRIDGE.

- F. LEANS INSIDE.

Timing:



Production :

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1042 248

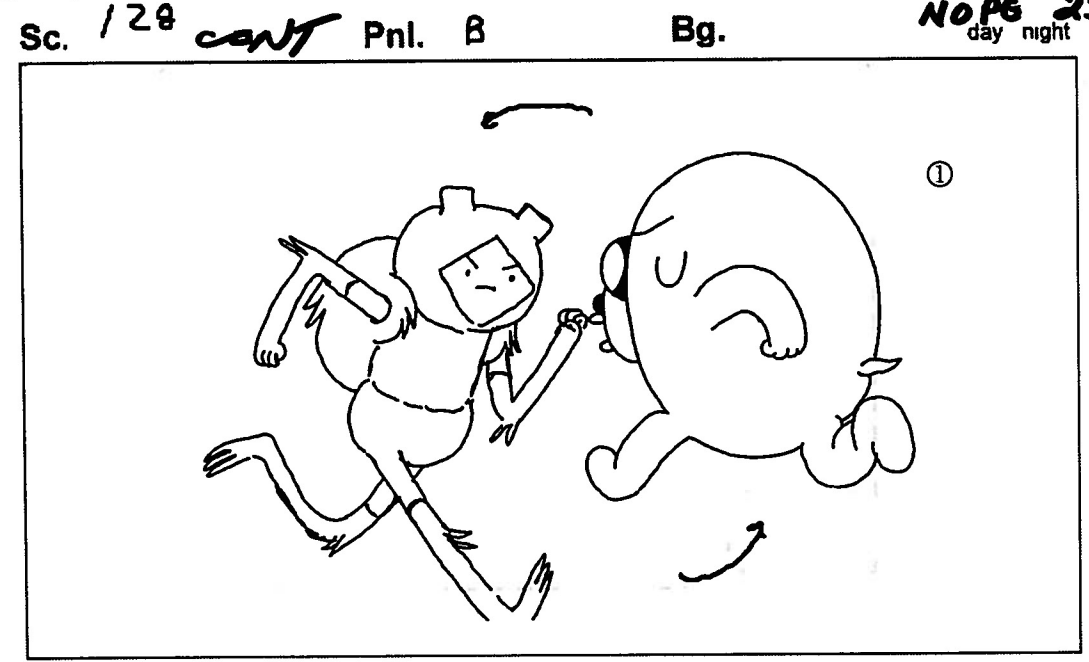
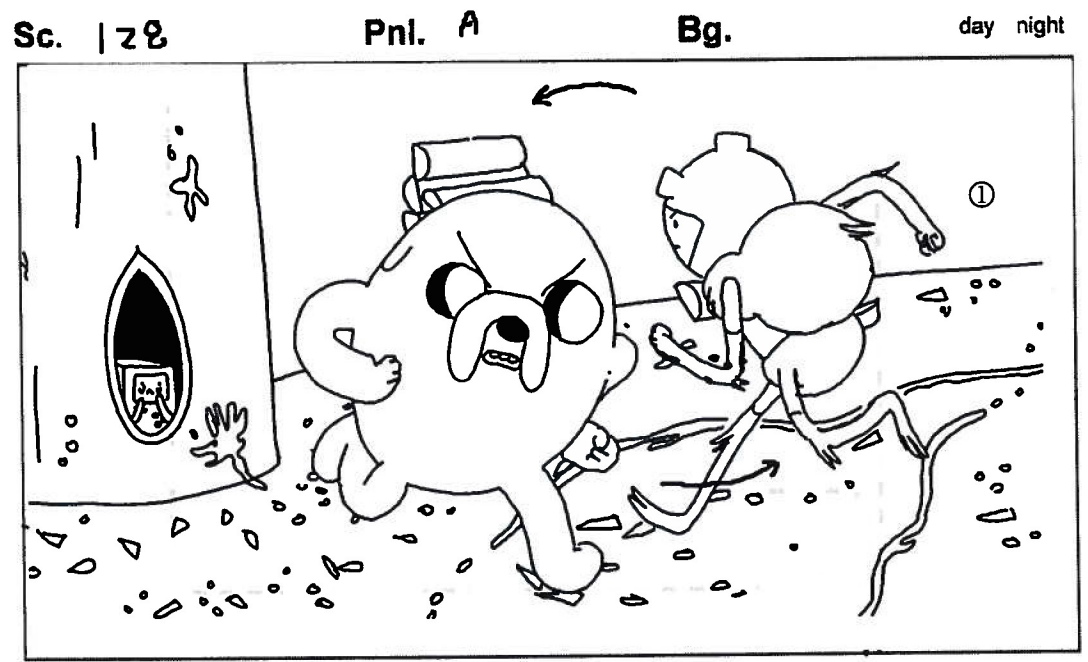
1042 248

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ADVENTURE TIME



Page 249
NOPE 250
day night



Dialog:

① (HUFF HUFF) You're a Chum-Bait!

Action:

②

GF + J. CIRCLE EACH OTHER. (A B A B A B) etc.

FEB 25 2016

②

EPISODE # 1042-248

Production :

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1042 248

ADVENTURE TIME



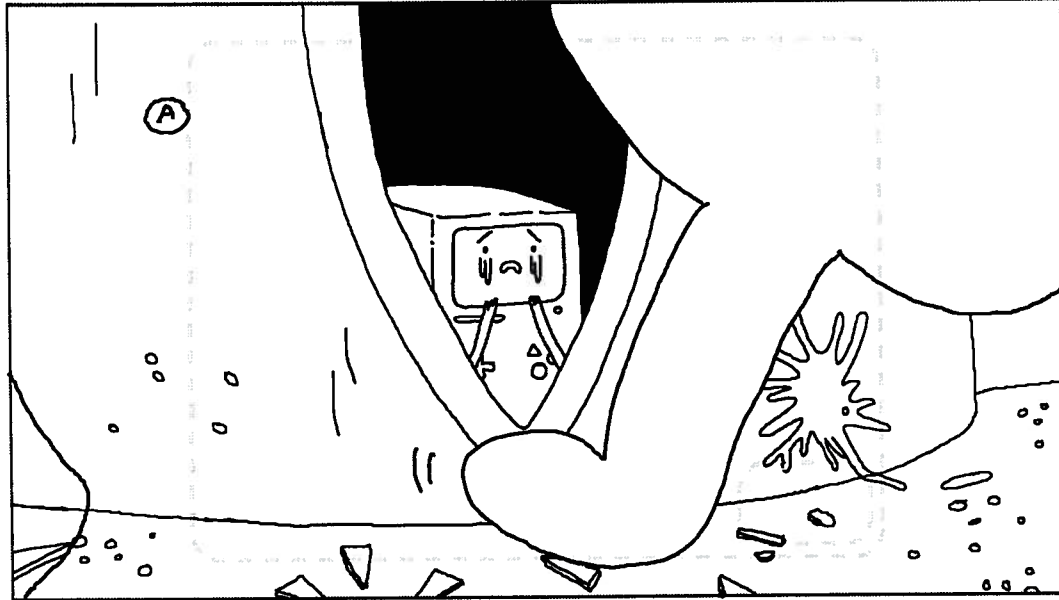
Page 251

Sc. 129

Pnl. A

Bg.

day night

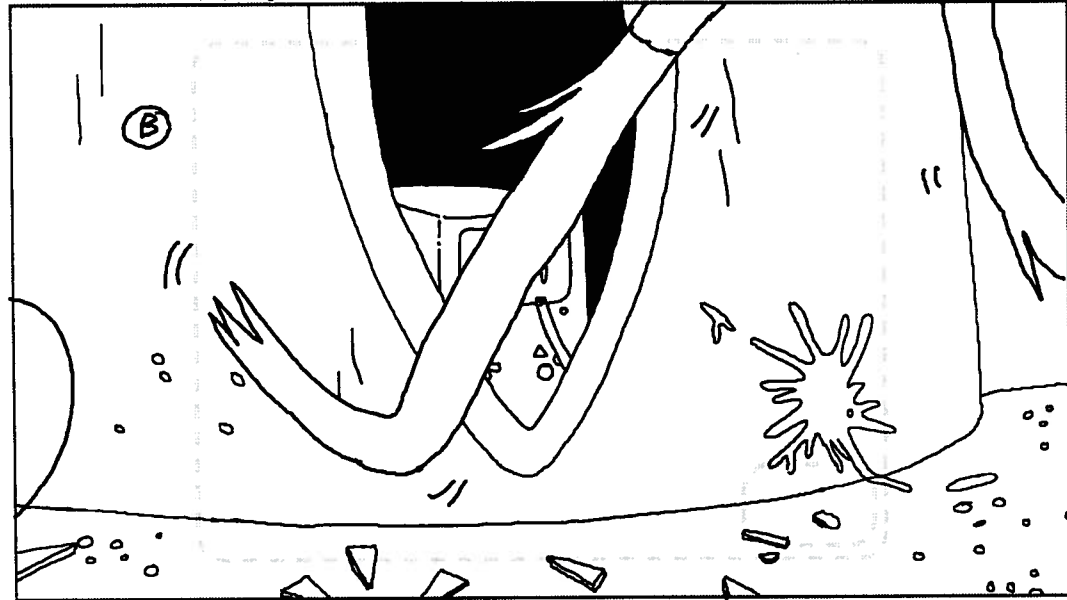


Sc. 129 *CONT*

Pnl. B

Bg.

day night



Dialog:

(BMD) UAKE NO.!

Action:

(A B A B A B etc.)

FEB 25 2016

Timing:

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Production :

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1042 248

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ADVENTURE TIME



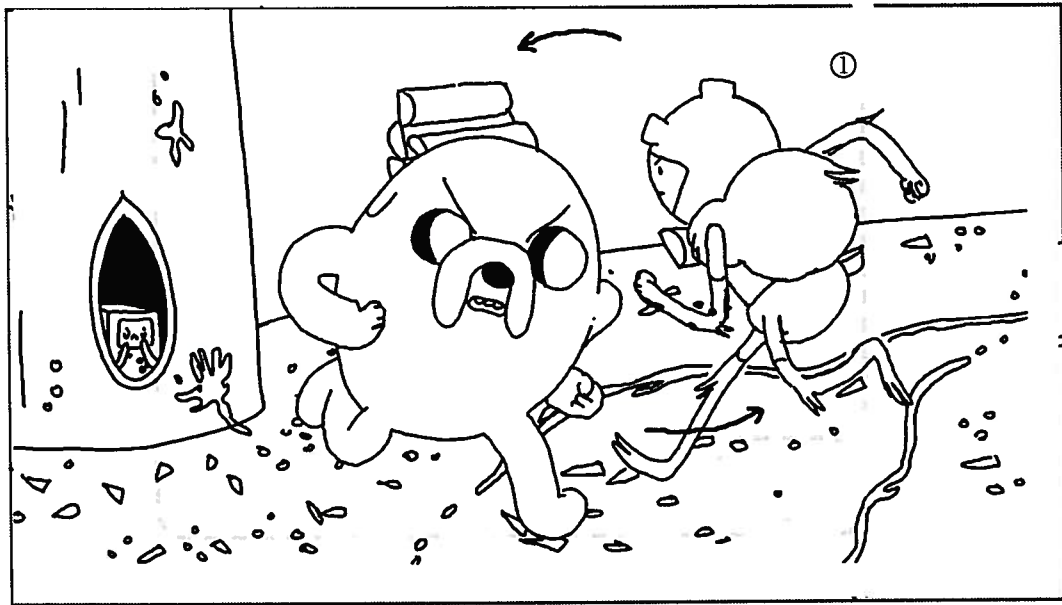
Page 252
NO PG-253
day night

Sc. 130

Pnl. A

Bg.

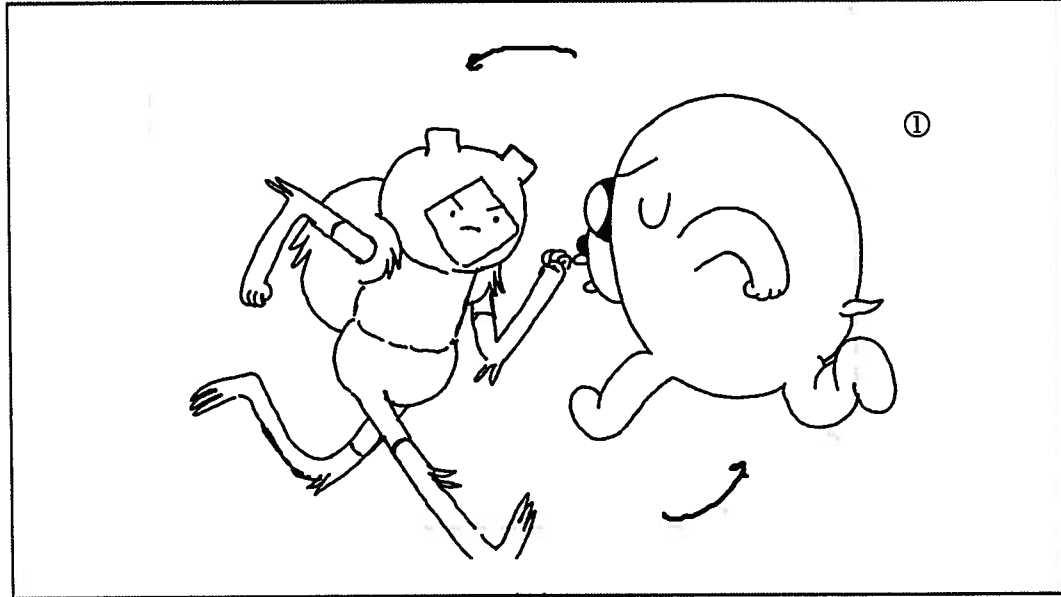
day night







Sc. 130 CONT

Pnl. B

Bg.



Dialog:	
Q IT'S FOR FISHING , BMO! IT'S SOMETHING THAT FISHERMEN USE !	J/ and he is one! He's a Chum-Bait! F (os)/ Hey!
Action:	
  ②	  ② FEB 25 2016
Timing	

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EPISODE #

1042 248

Production :

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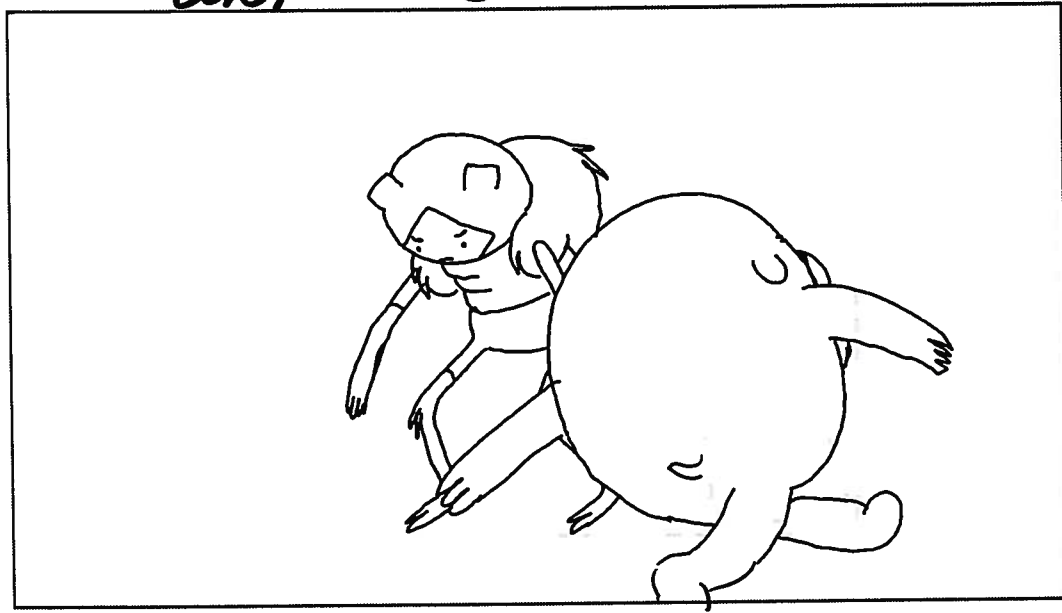
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ADVENTURE TIME

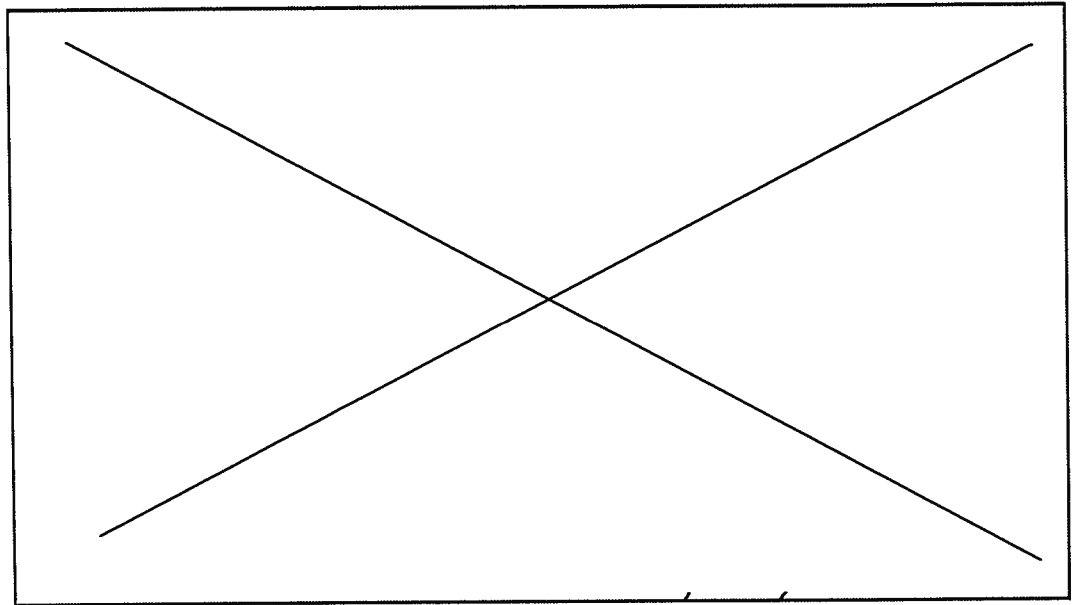


Page 254

Sc. 13° *CONT* Pnl. *C* Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action:	-GF+J. STOPPING
Timing:	FEB 25 2010

EPISODE # 1042-248
Production :

1042 248

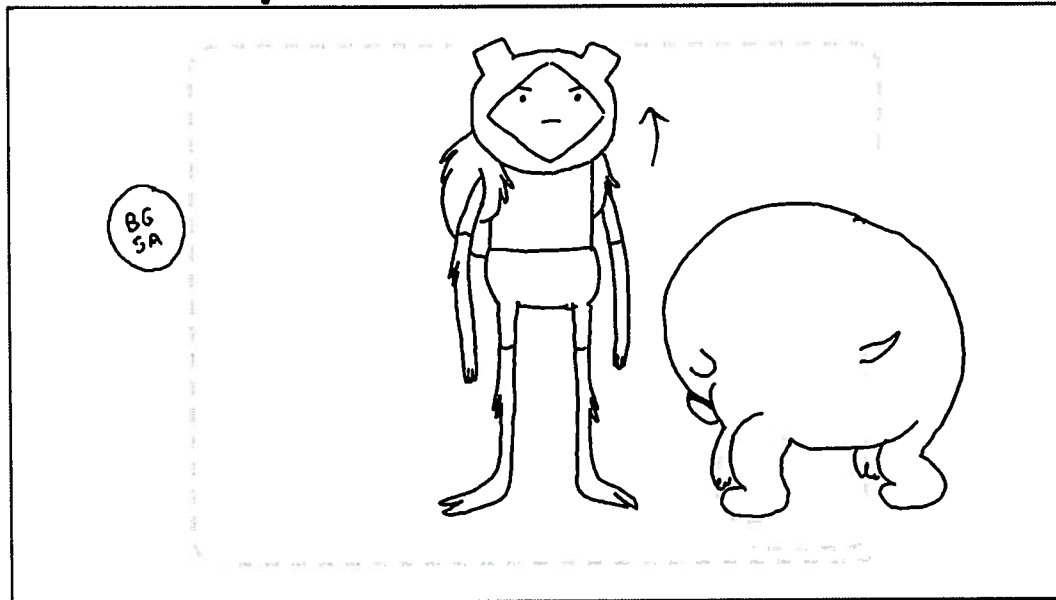
1042 248

ADVENTURE TIME

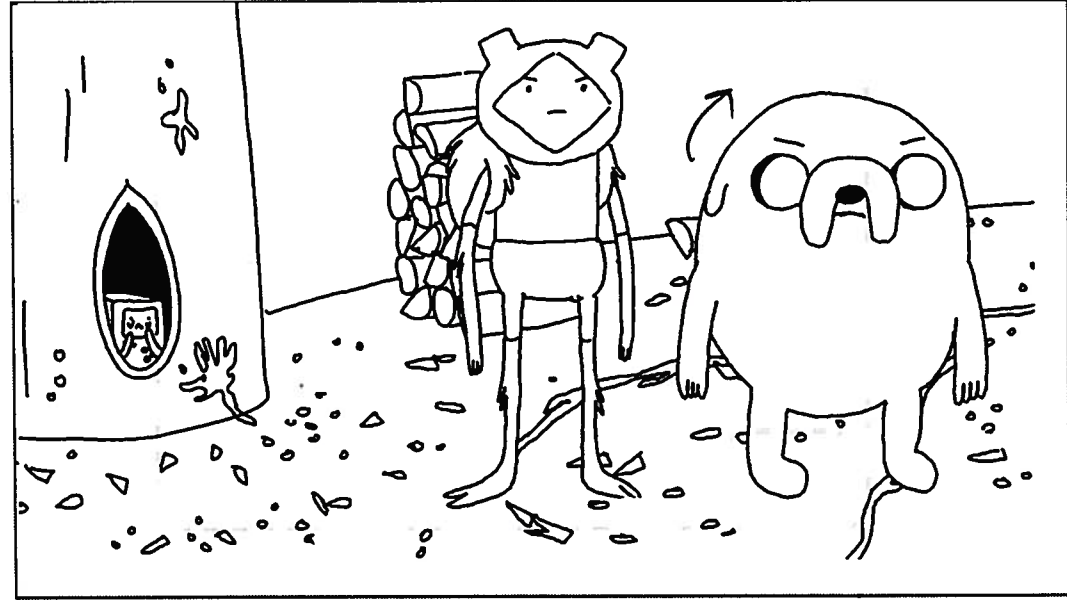


Page **259**

Sc. 13⁰ **CONT** Pnl. D Bg. day night



Sc. 13⁰ **CONT** Pnl. E Bg. day night



Dialog:	
Action:	- GF LOOKS UP. - J. TURNS TO LOOK AT F, FEB 25 2016
Timing:	

EPISODE # 1042-248

Production :

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1042 248

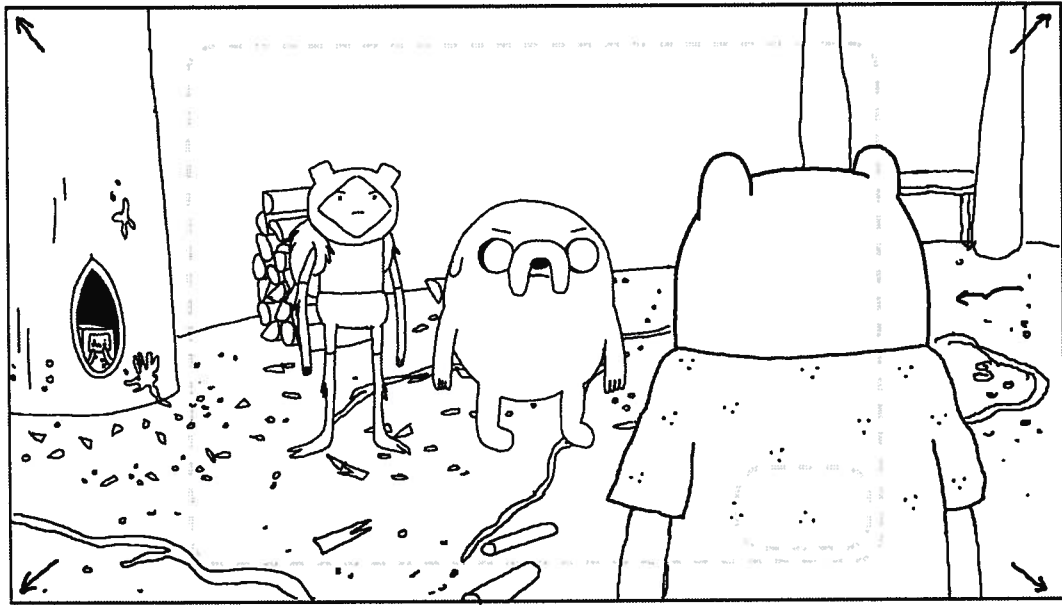
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ADVENTURE TIME

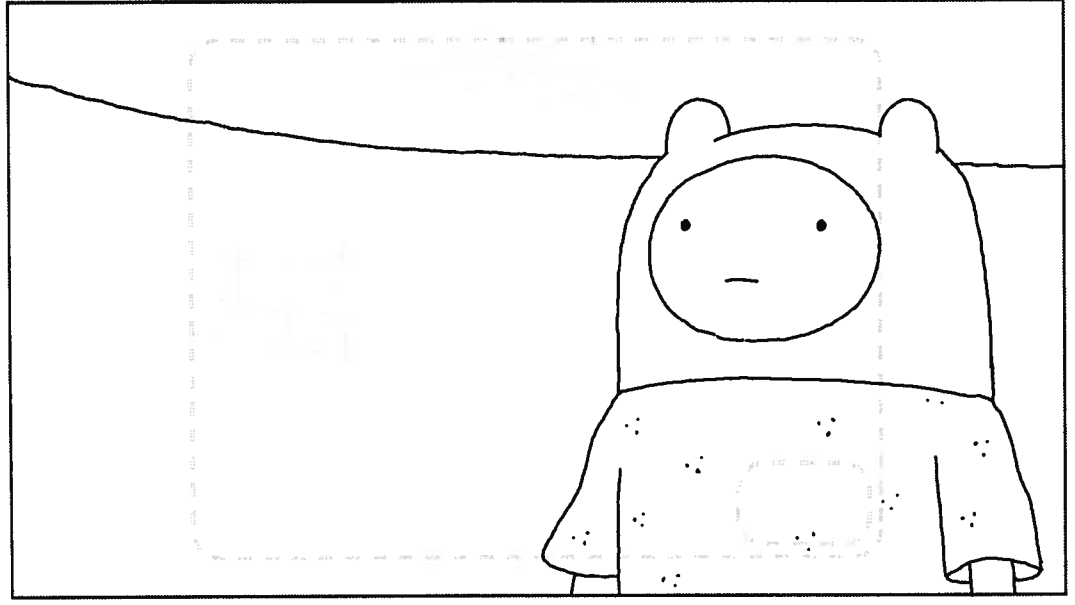


Page 296

Sc. 130 *cont* Pnl. F Bg. day night



Sc. 131 Pnl. A Bg. day night



Dialog:
Action: <p>-TRUCK OUT TO INCLUDE FINN.</p> <p>FEB 25 2016</p>
Timing:

1042-248
EPISODE #
Production :

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ADVENTURE TIME



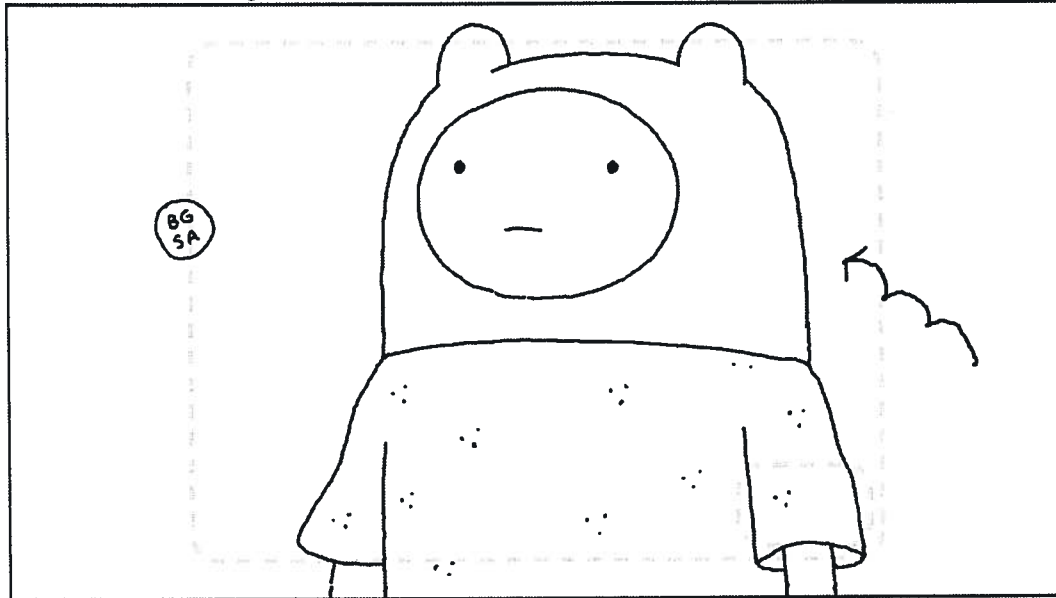
Page 257

Sc. 131 *CONT*

Pnl. B

Bg.

day night

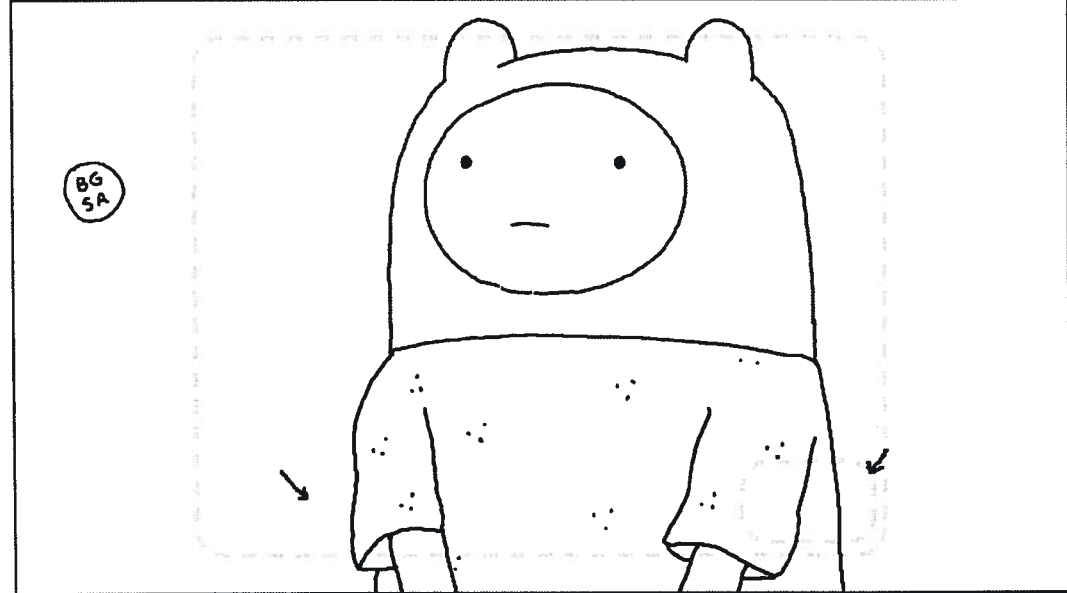


Sc. 131 *CONT*

Pnl. C

Bg.

day night



Dialog:

Action:

- FINN TAKES A FEW STEPS FORWARD.

FEB 25 2015

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

ADVENTURE TIME

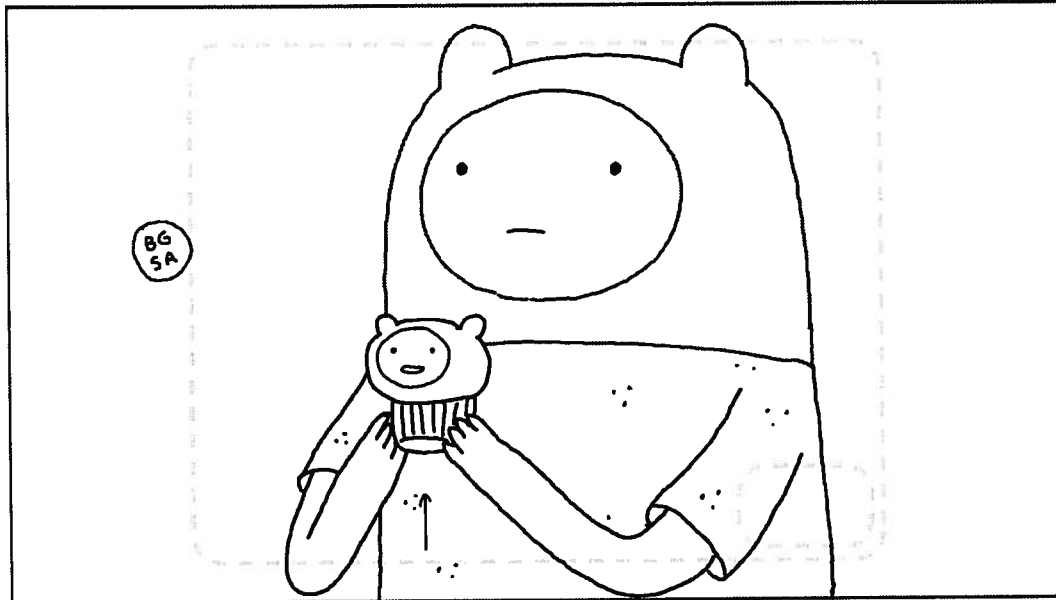


Page 258

Sc. 131 *cont* Pnl. 0

Bg.

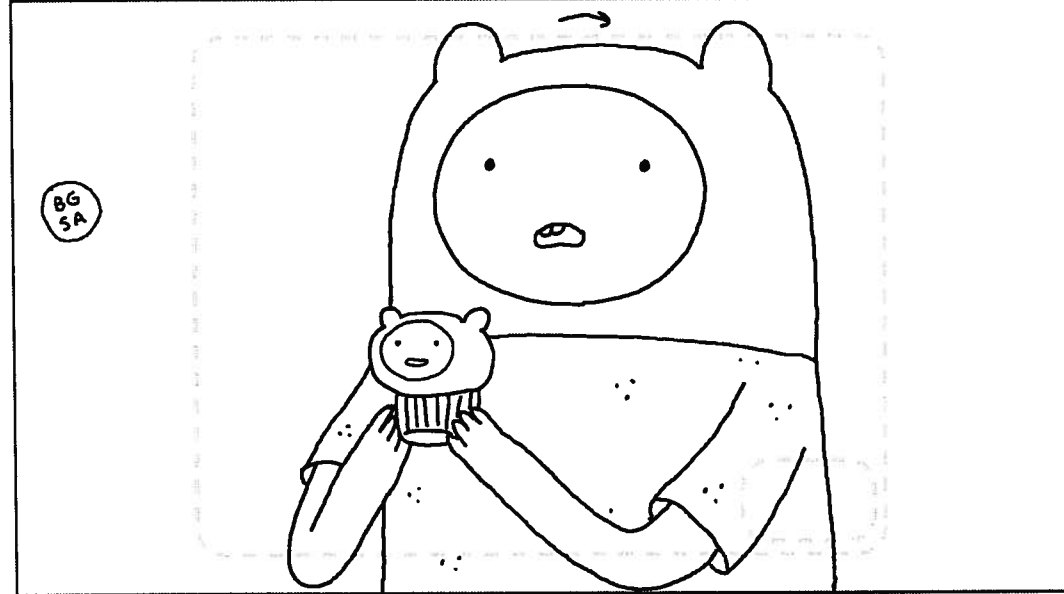
day night



Sc. 131 *cont* Pnl. E

Bg.

day night



Dialog:

F GRASS - ME , DO YOU
WANT A FINN CAKE?

Action:

- F, HOLDS UP A FINN CAKE.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

ADVENTURE TIME



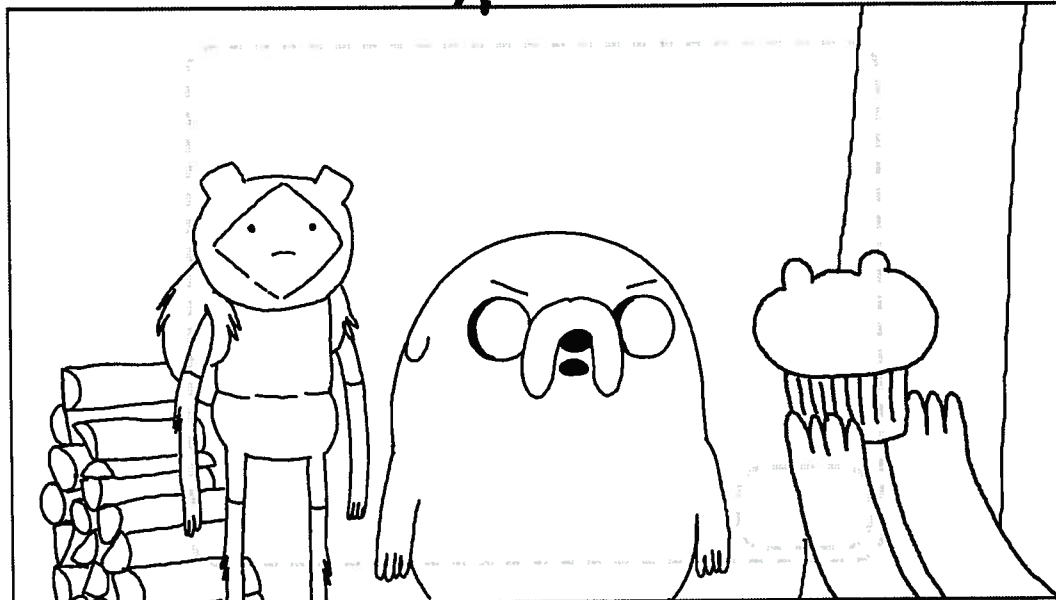
Page 259

Sc. 132

Pnl. A

Bg.

day night

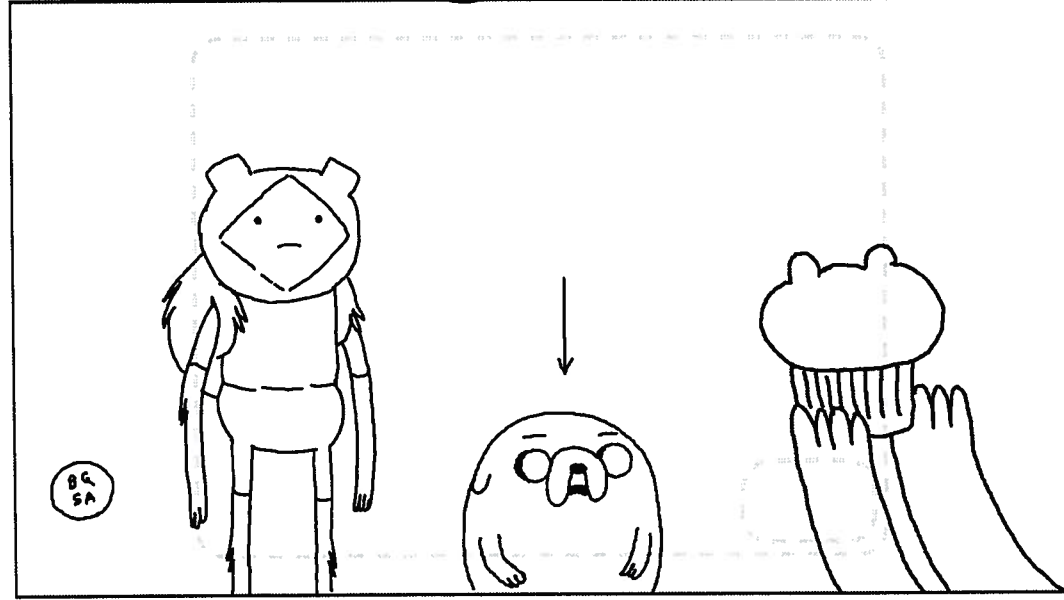


Sc. 132 CONT

Pnl. B

Bg.

day night



Dialog:

Q BUT ,

Q (CONT) ... ONLY FINNS GET FINN-CAKES.

Action:

-J. SHRINKS,

FEB 25 2016

Timing:

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EPISODE #

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Production :

1042 248

ADVENTURE TIME

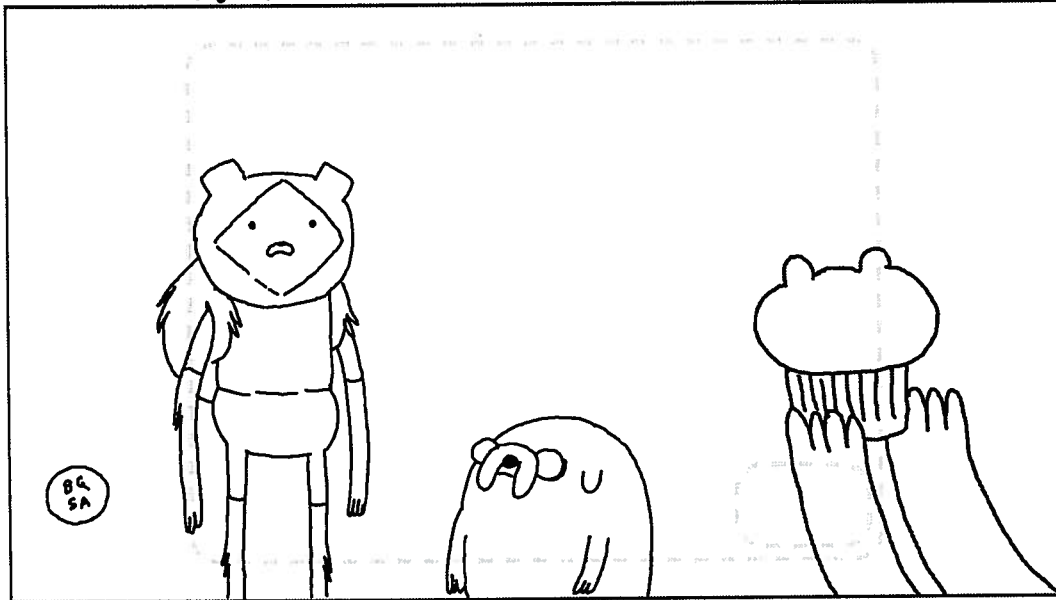


Page 260

Sc. 132 cont Pnl. C

Bg.

day night

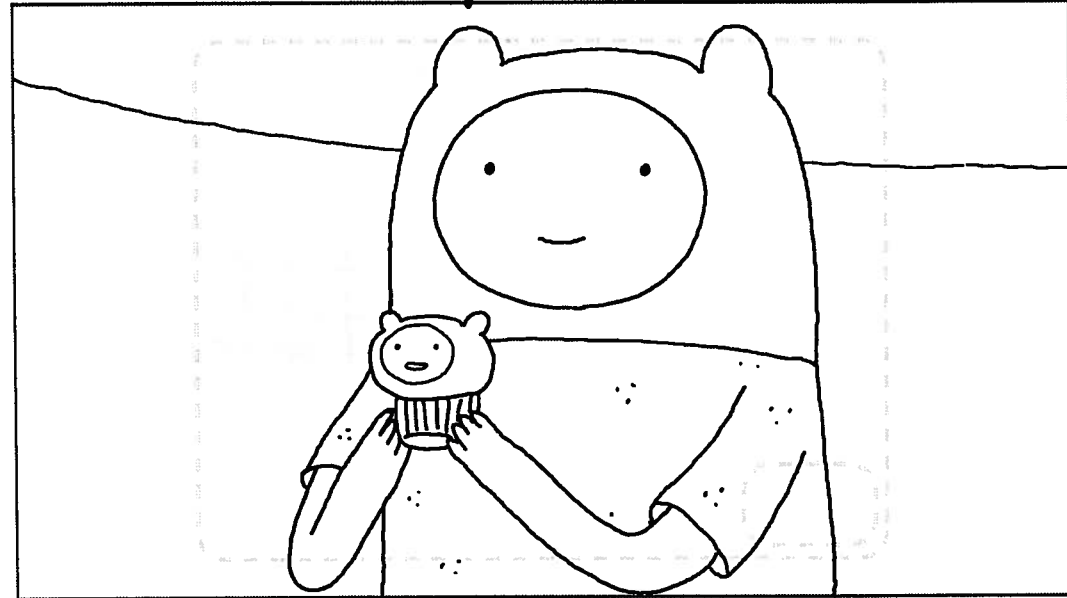


Sc. 133

Pnl. A

Bg.

day night



Dialog:

GF THAT'S TRUE.

Action:

- F. SMILES FAINTLY.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

ADVENTURE TIME

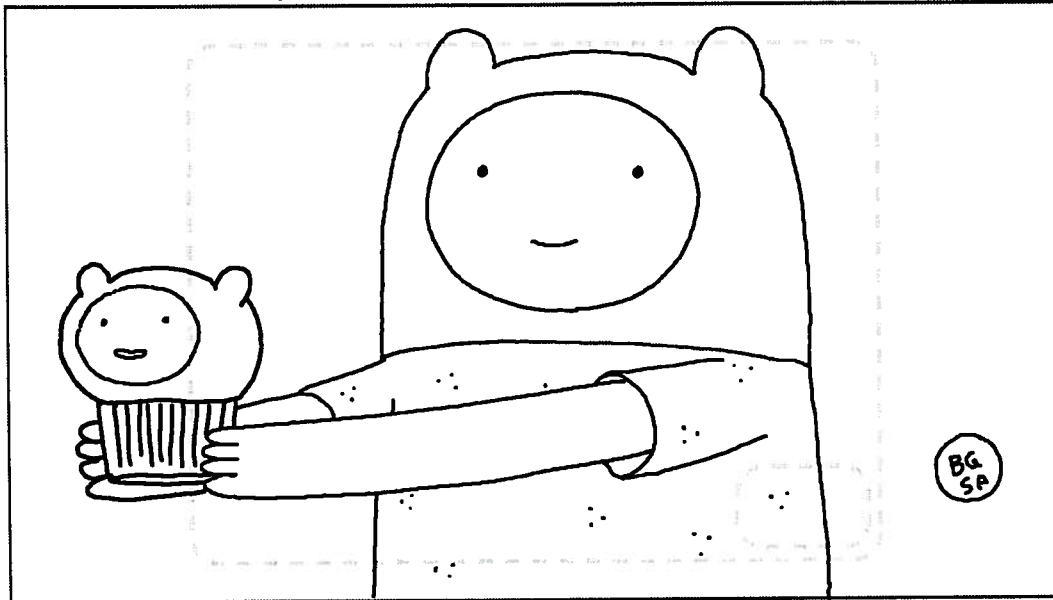


Page 261

Sc. 133 *cont* Pnl. B

Bg.

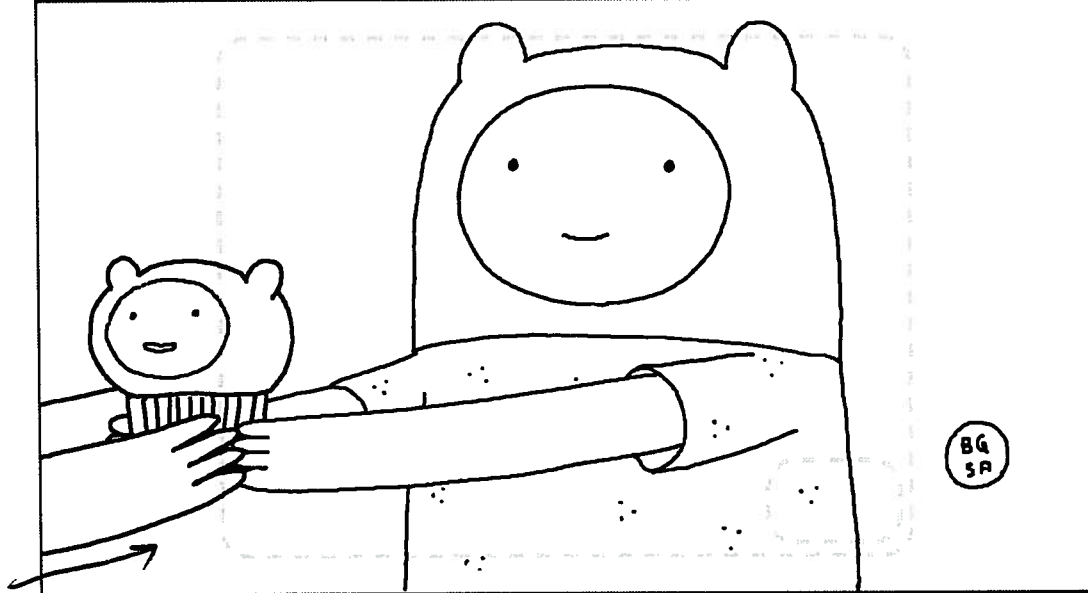
day night



Sc. 133 *cont* Pnl. C

Bg.

day night



Dialog:

Action:

- F. HOLDS OUT FINNCAKE.

- GF TAKES F-CAKE.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

1042 248

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ADVENTURE TIME



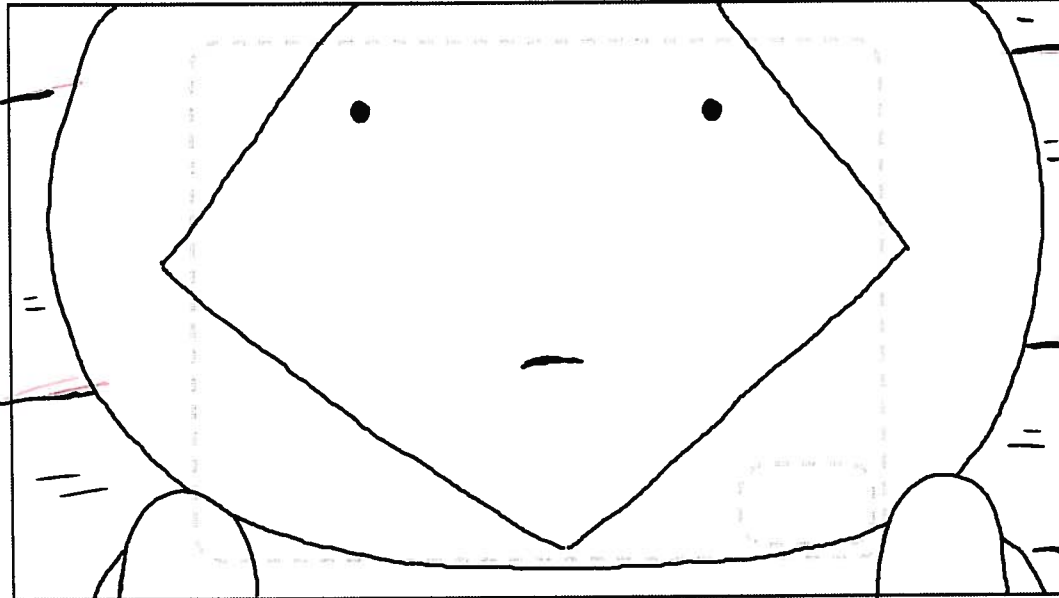
Page 26 2

Sc. 134

Pnl. A

Bg.

day night



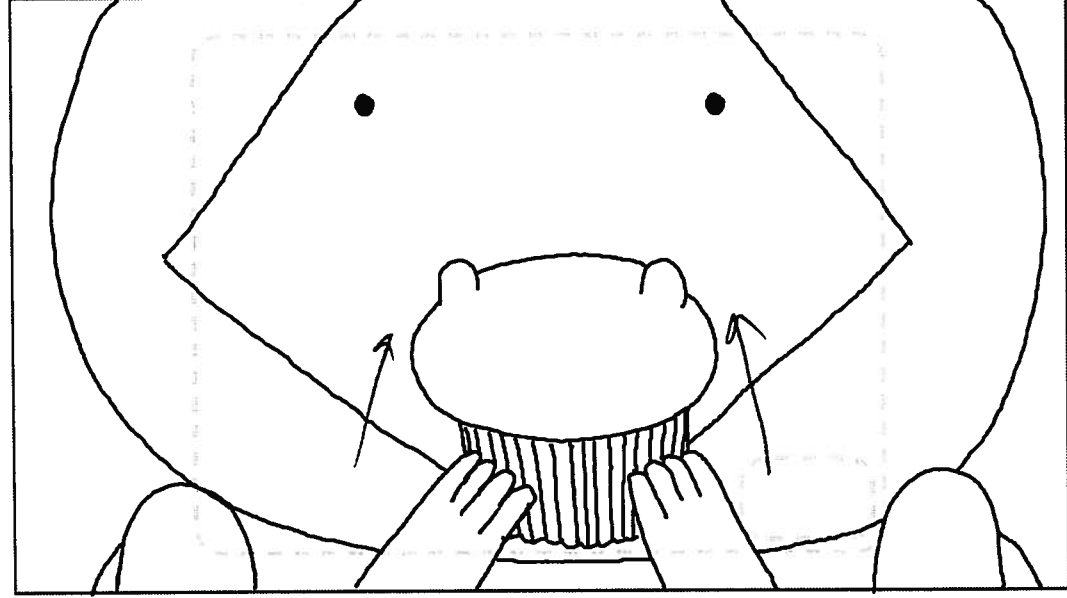
Sc. 134

cont

Pnl. B

Bg.

day night



Dialog:

Action:

- G.F. HOLDS UP FINN-CAKE.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

1042 248

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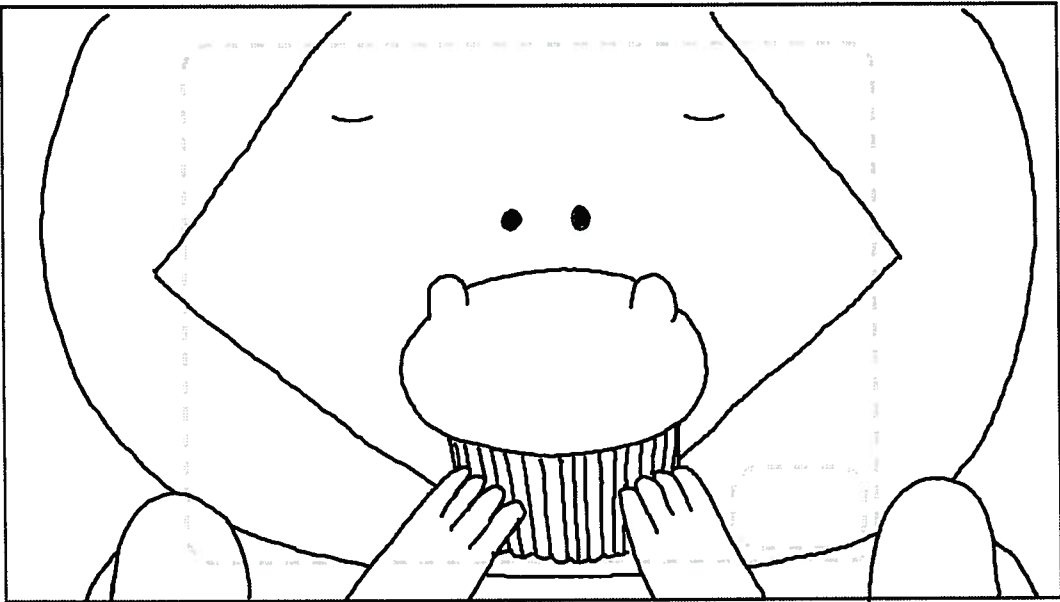
ADVENTURE TIME



Sc. 134 cont Pnl. C

Bg.

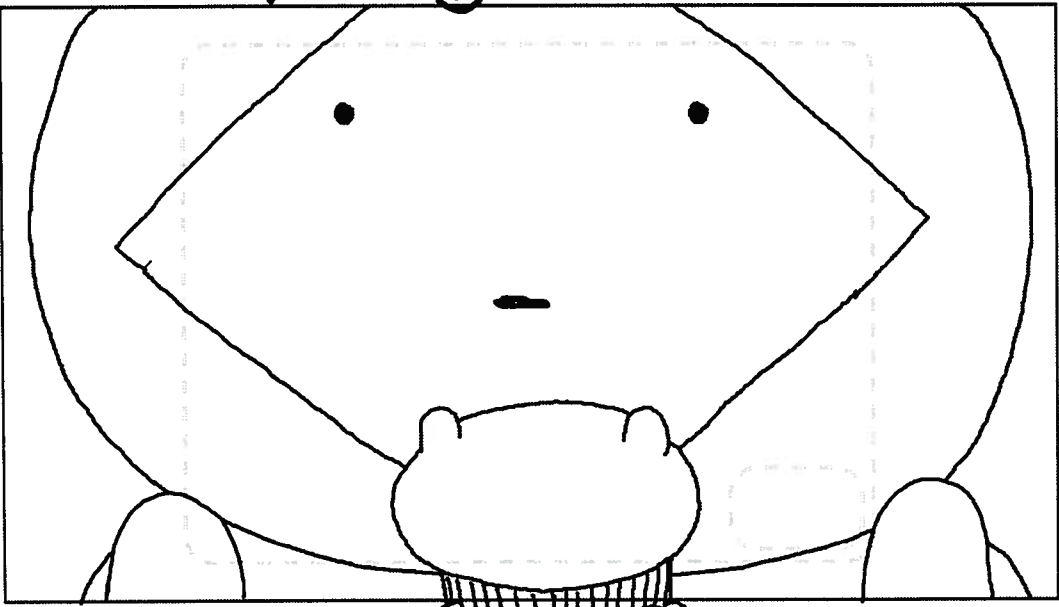
day night



Sc. 134 cont Pnl. D

Bg.

day night



Dialog:	SFX: ~ SNIF ~	(G.F.) WAIT ...
Action:	- G.F. BREATHES DEEPLY.	
Timing:	FEB 25 2016	

1042-248

EPISODE #

1042 248

Production :

ADVENTURE TIME

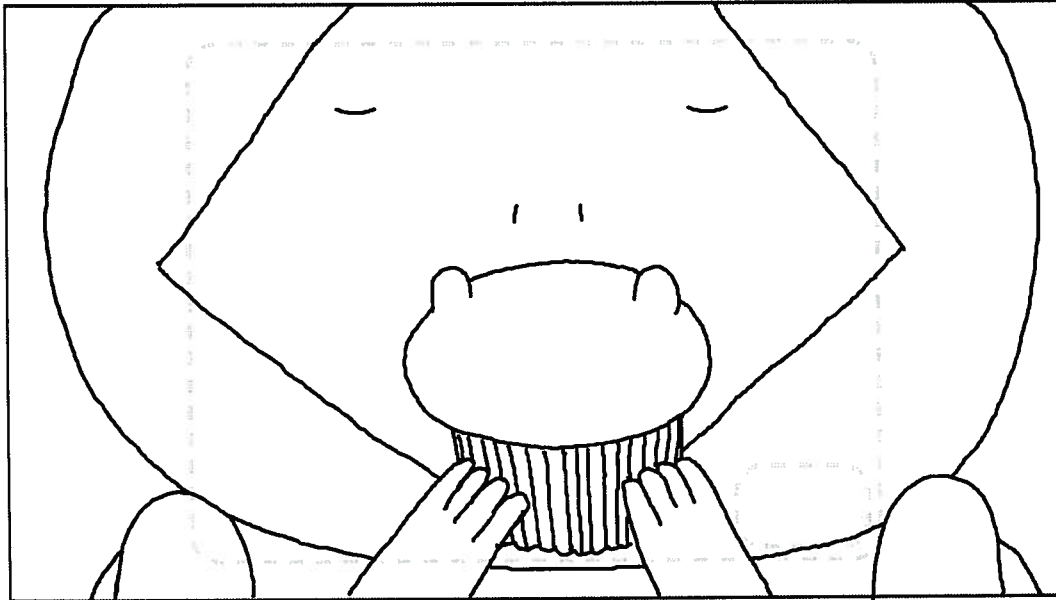


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Sc. *134 cont* Pnl. *E*

Bg.

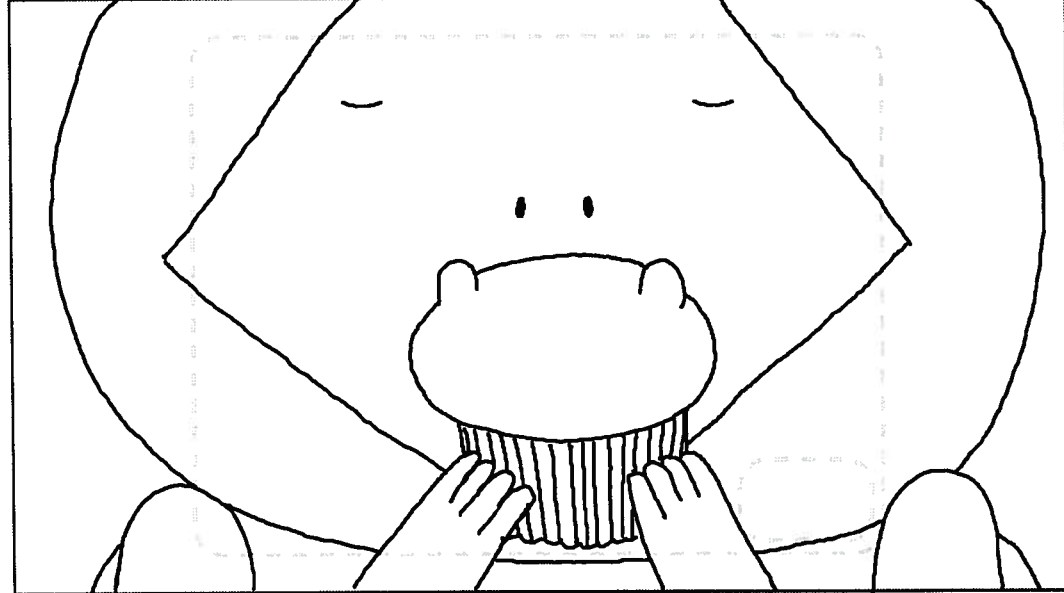
day night



Sc. *134 cont* Pnl. *F*

Bg.

day night



Dialog:

(SFX)

S N I F F F F F

Action:

- G.F. SMELLS AGAIN.

FEB 25 2016

Timing:

1042-248

EPISODE #

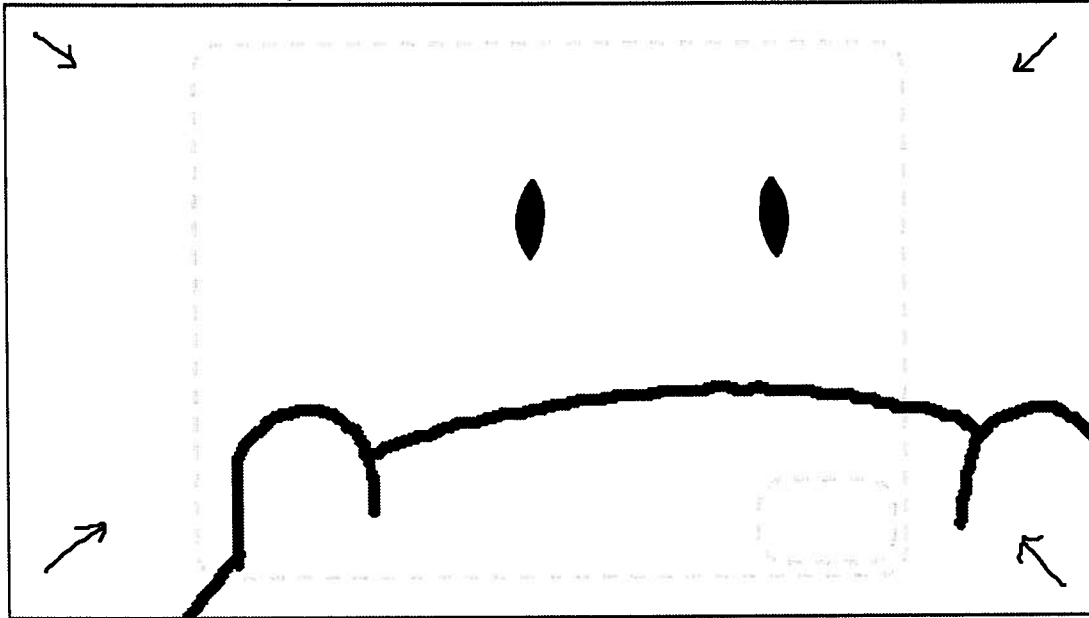
1042 248

Production :

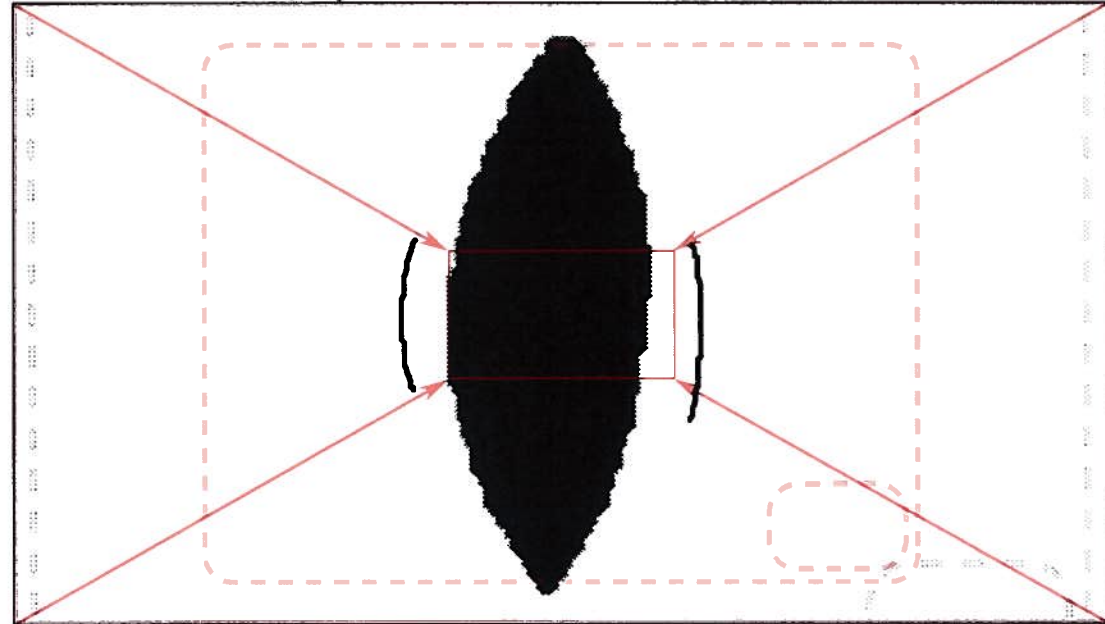
1042 248

Page 165

day **night**



day night



(SFX) (CONT) - F F F F F F F F F F F F F

- TRUCK IN TOWARDS NOSTRIL.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

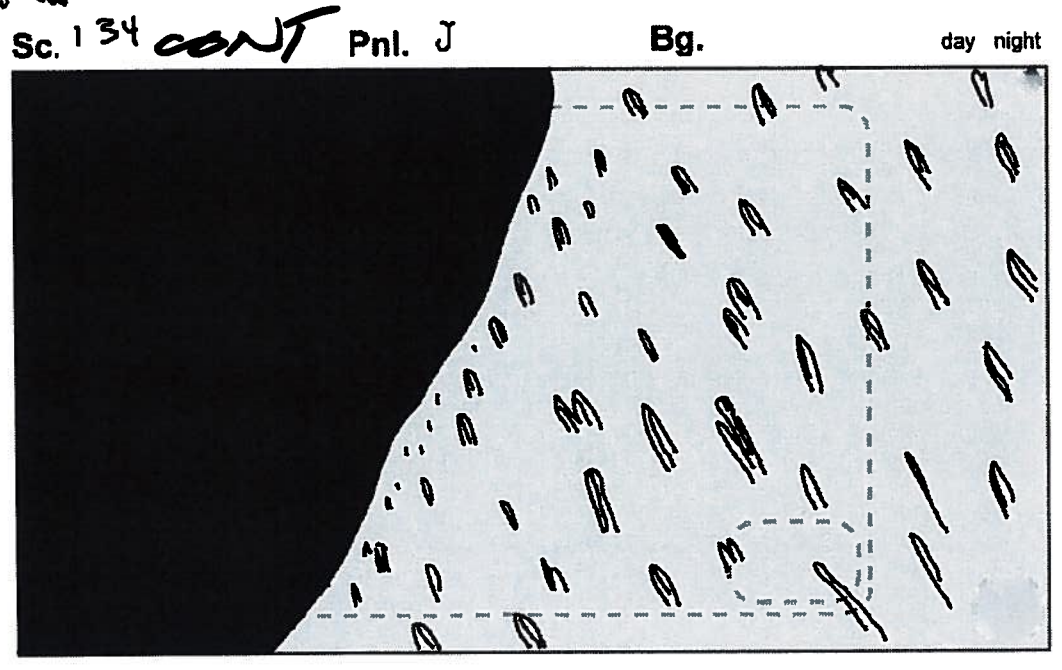
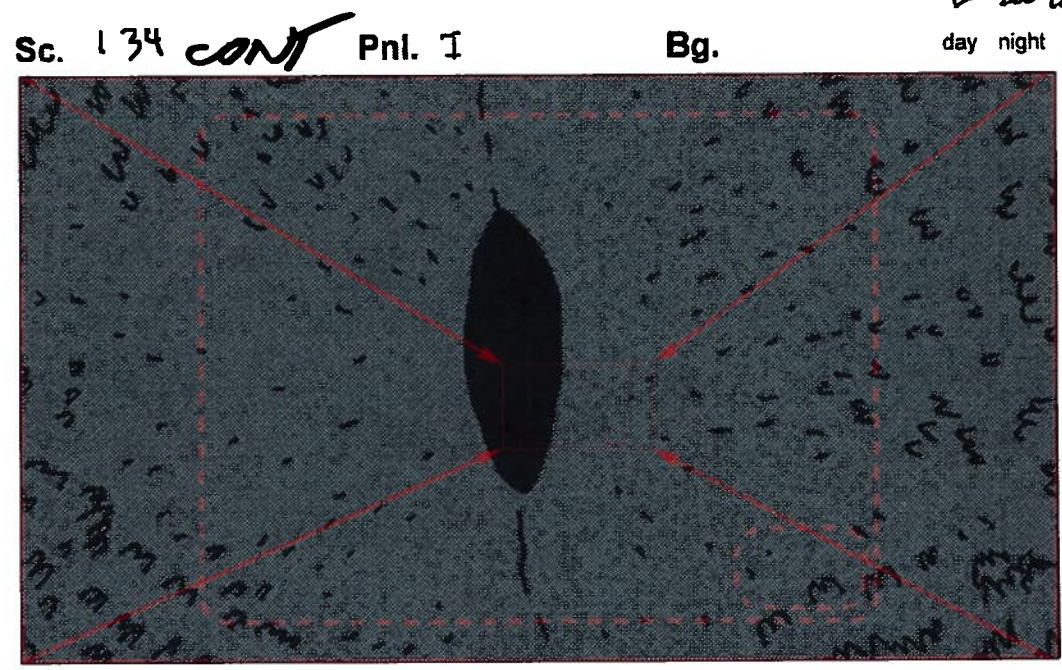
Production :

1042 248

1042 248

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ADVENTURE TIME



Dialog:
(SFX) (CONT) - F F F F F F F F F F F F !
Action:
- ANIMATED CAM MOVE/TRANS. TO NOSE FIELDS - GRASS QUIVERS IN WIND. FEB 25 2016
Timing:

1042-248 EPISODE # Production :

1042 248

1042 248

1042 248

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ADVENTURE TIME

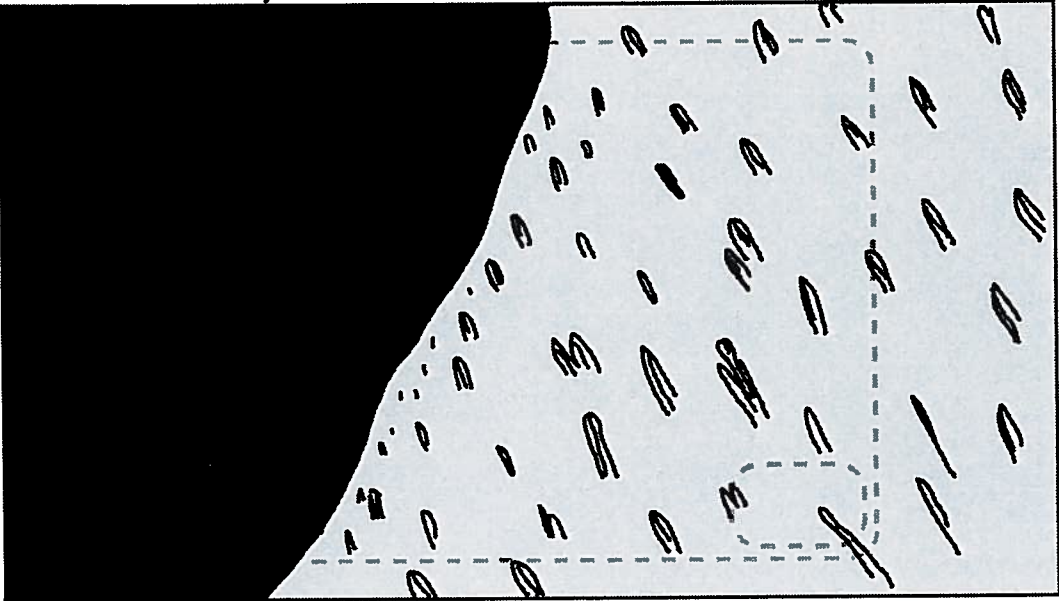


Page 267

Sc. 134 *cont* Pnl. K

Bg.

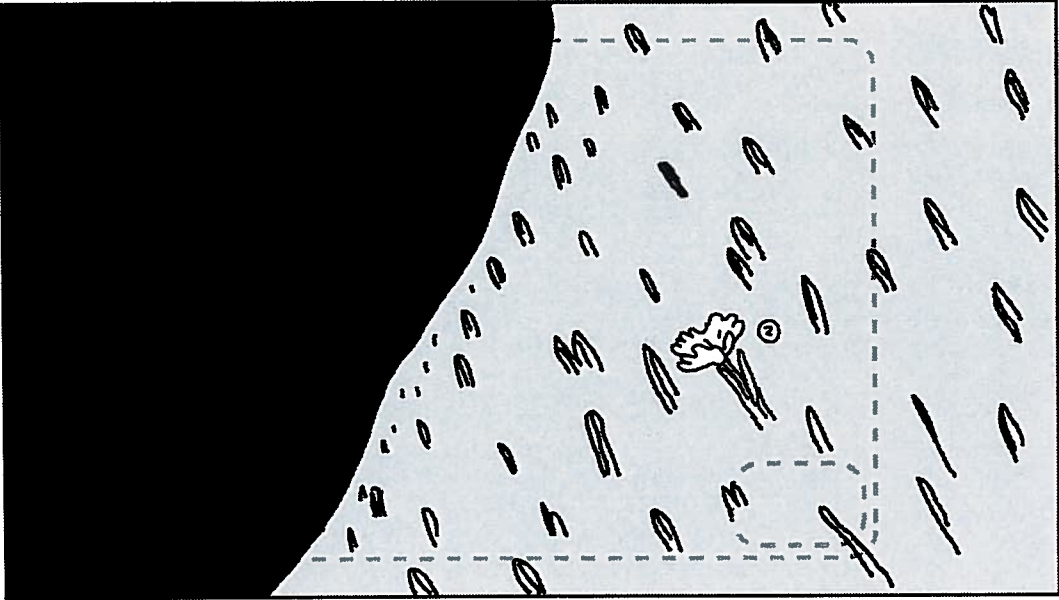
day night



Sc. 134 *cont* Pnl. L

Bg.

day night



1042-248

EPISODE #

1042 248

Dialog:

SFX: * POP *

Action:

- GRASS STOPS QUIVERING.

• FLOWER BLOOMS

• THE FLOWER GLOWS

FEB 25 2016

Timing:

SLIGHTLY, LUMINOUS.

Production :

1042 248

ADVENTURE TIME



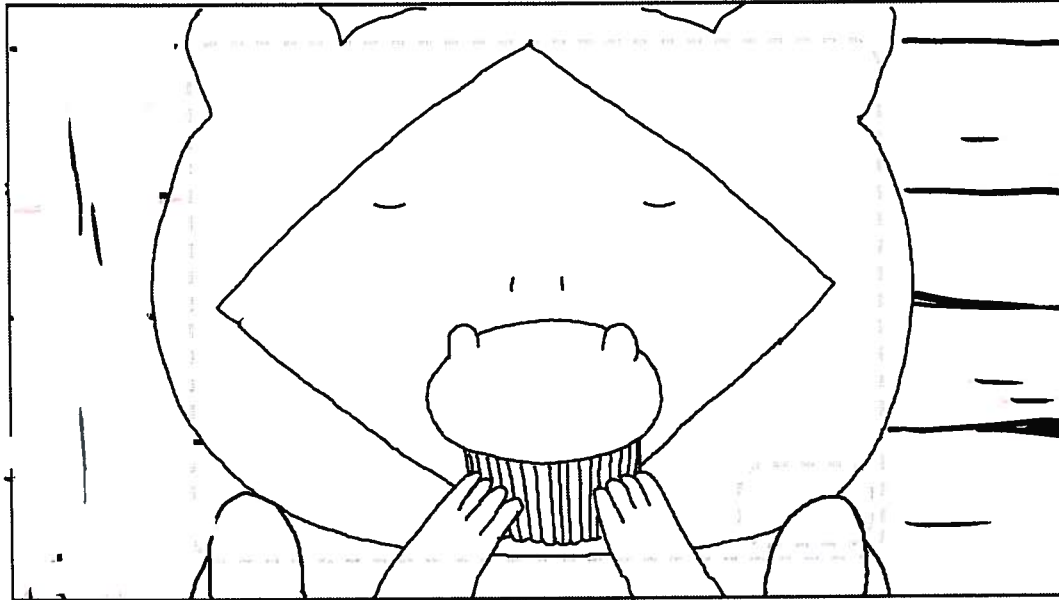
Page 268

Sc. 135

Pnl. A

Bg.

day night

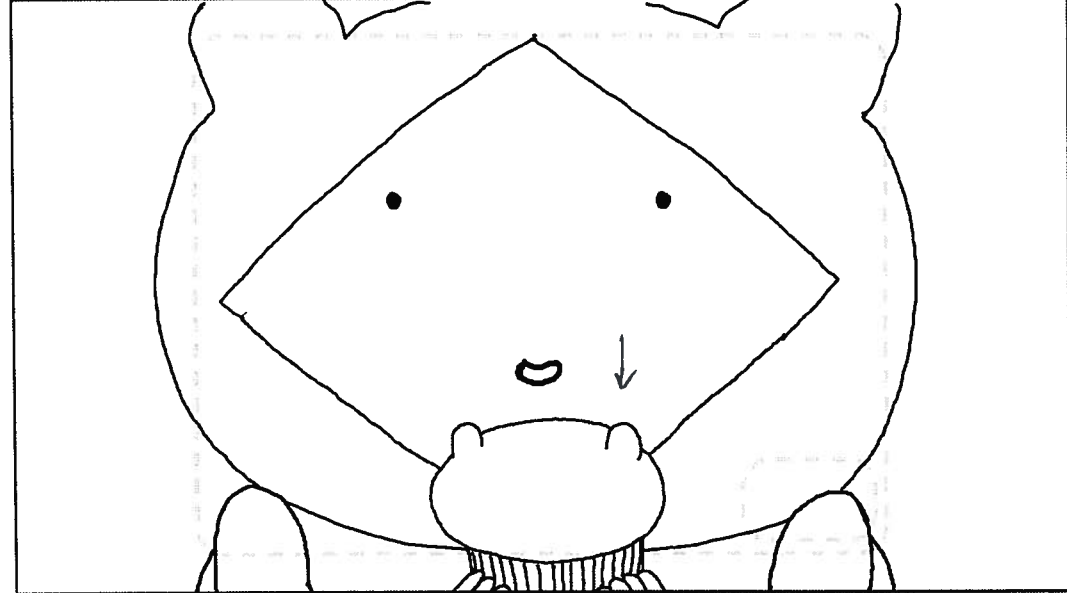


Sc. 135 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

(GF)

☁ That's that ☁

SUGARY TRASH! LIKE A
BIG BOY LIKES ...

FEB 25 2016

EPISODE # 1, 42-248

Production :

1042 248

1042 248

ADVENTURE TIME

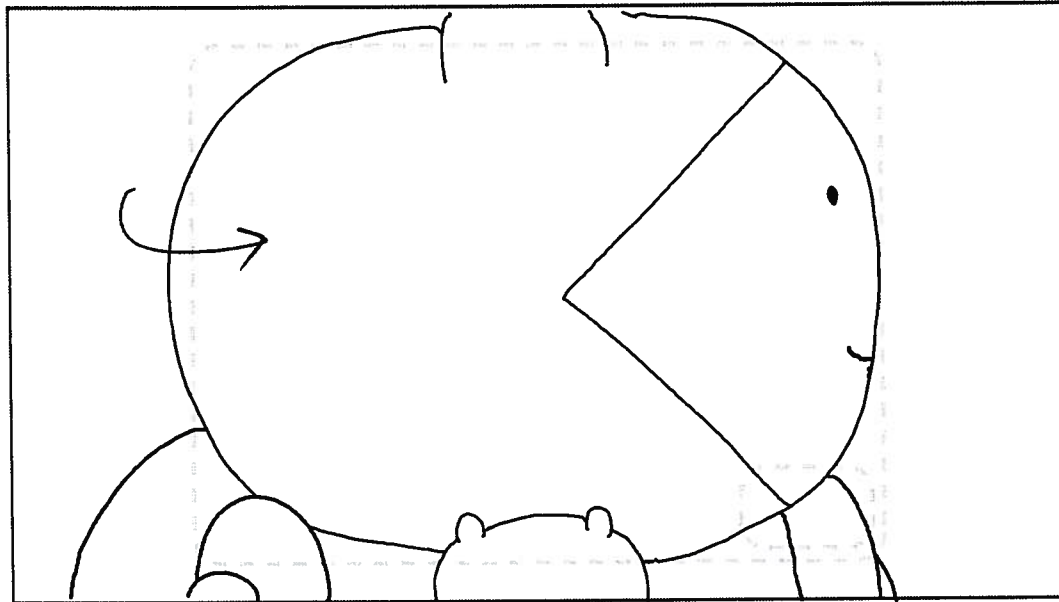


Page 269

Sc. 135 *cont* Pnl. *C*

Bg.

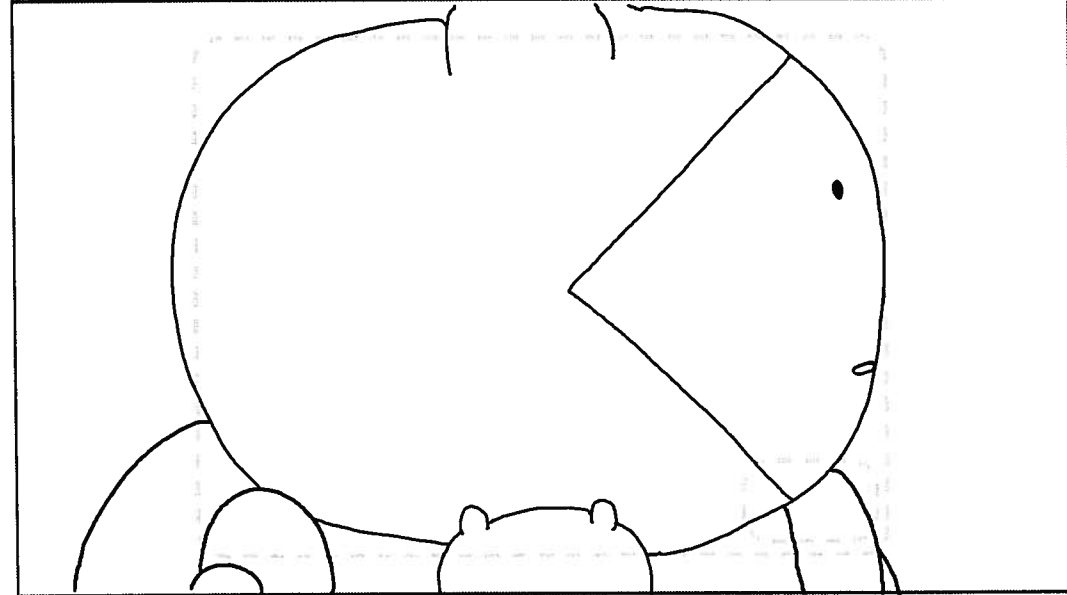
day night



Sc. 135 *cont* Pnl. *D*

Bg.

day night



Dialog:

GF

Oh, jeez

Action:

- F. TURNS HEAD.

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

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ADVENTURE TIME



Page 270

Sc. 136

Pnl. A

Bg.

day night

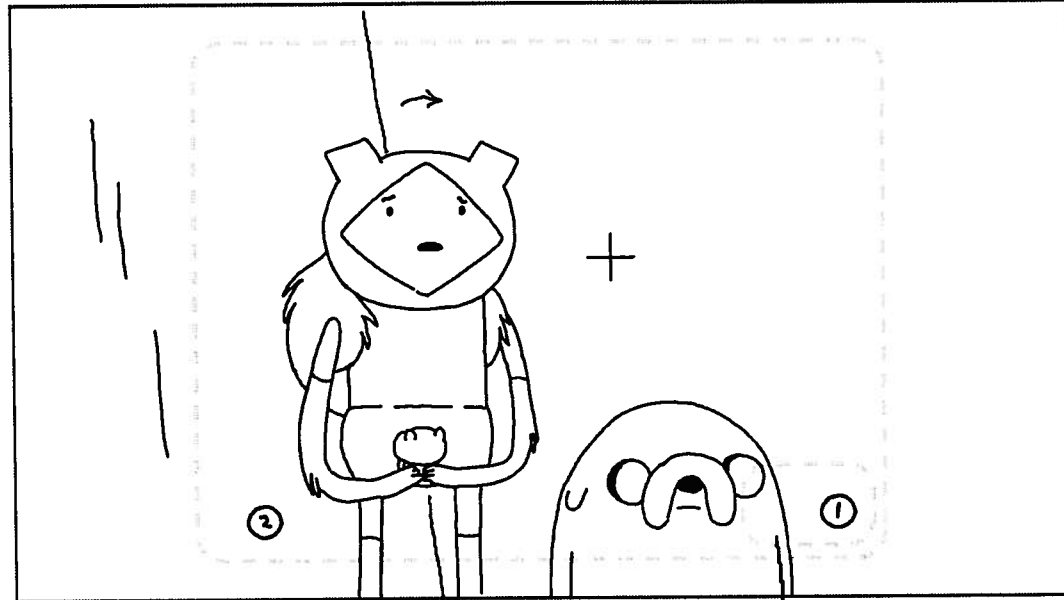


Sc. 137

Pnl. A

Bg.

day night



Dialog:

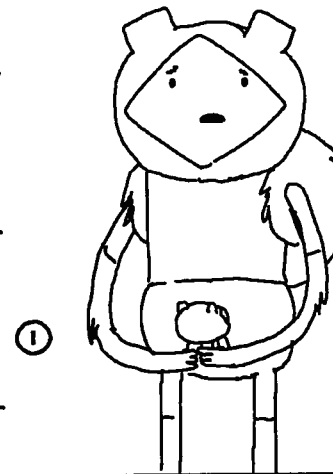
~~GF~~ I REALLY FELL
OFF THE HORSE, HERE.

~~GF~~ MAYBE I'M NOT WHO I AM.

Action:

- G.F. OBSERVES DAMAGE.

Timing:



+

FEB 25 2016

1042-248

EPISODE #

1042 248

Production :

1042 248

ADVENTURE TIME

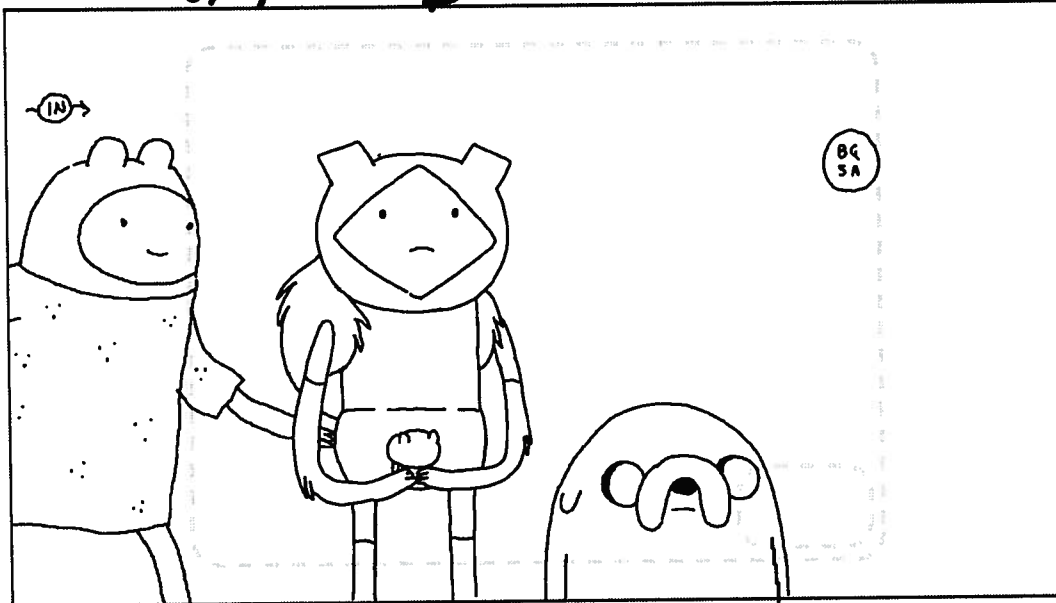


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Sc. 137 *CONT* Pnl. *B*

Bg.

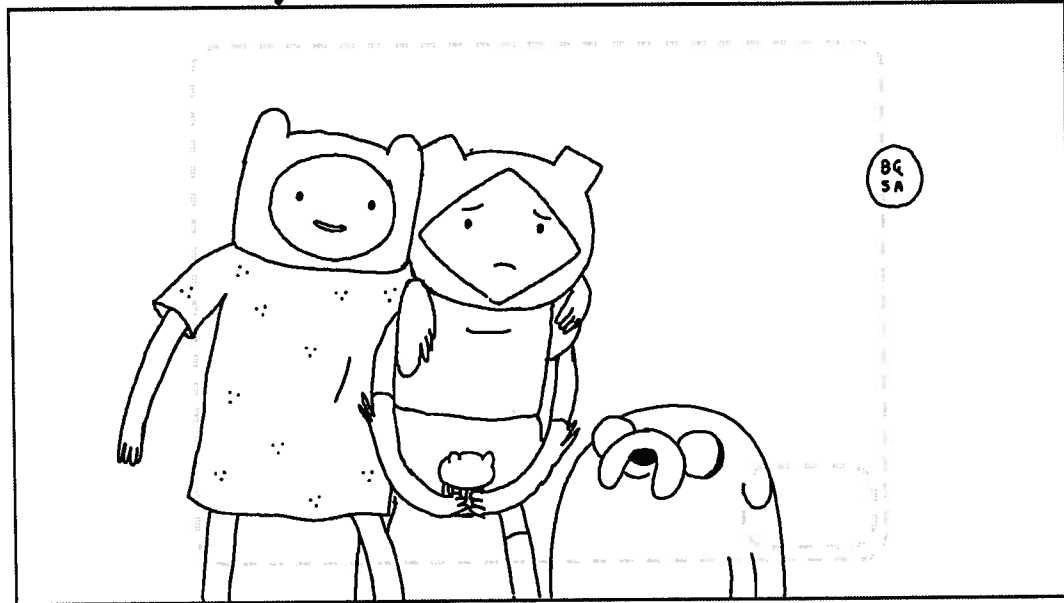
day night



Sc. 137 *CONT* Pnl. *C*

Bg.

day night



Dialog:

F SURE WE ARE.

Action:

- F. WALKS ON/S.

- F. THROWS ARM AROUND G.F.'S SHOULDER.

Timing:

FEB 25 2016

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

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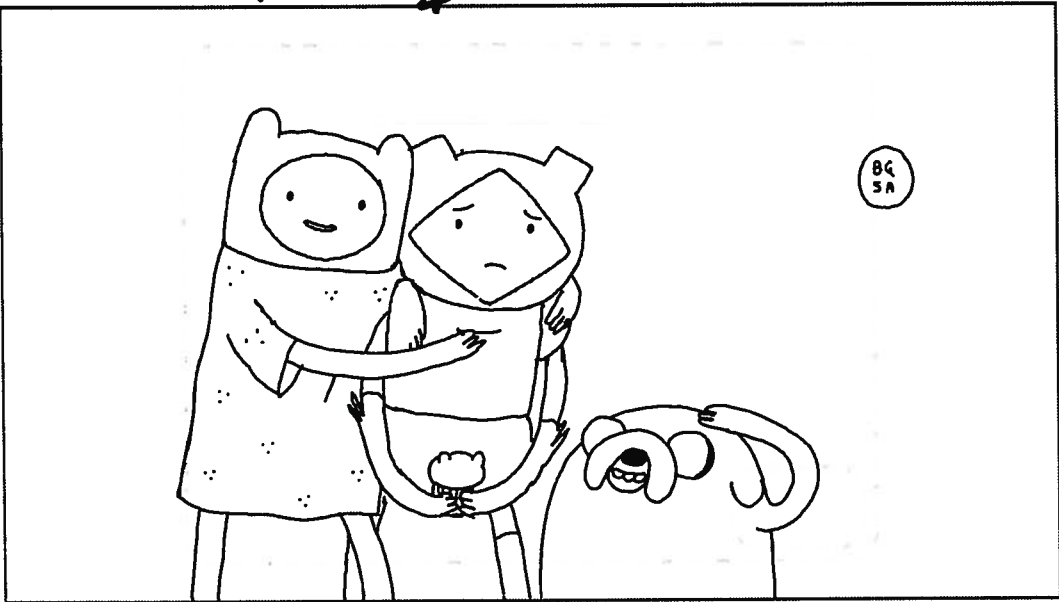
ADVENTURE TIME



Sc. 137 *CONT* Pnl. *D*

Bg.

day night

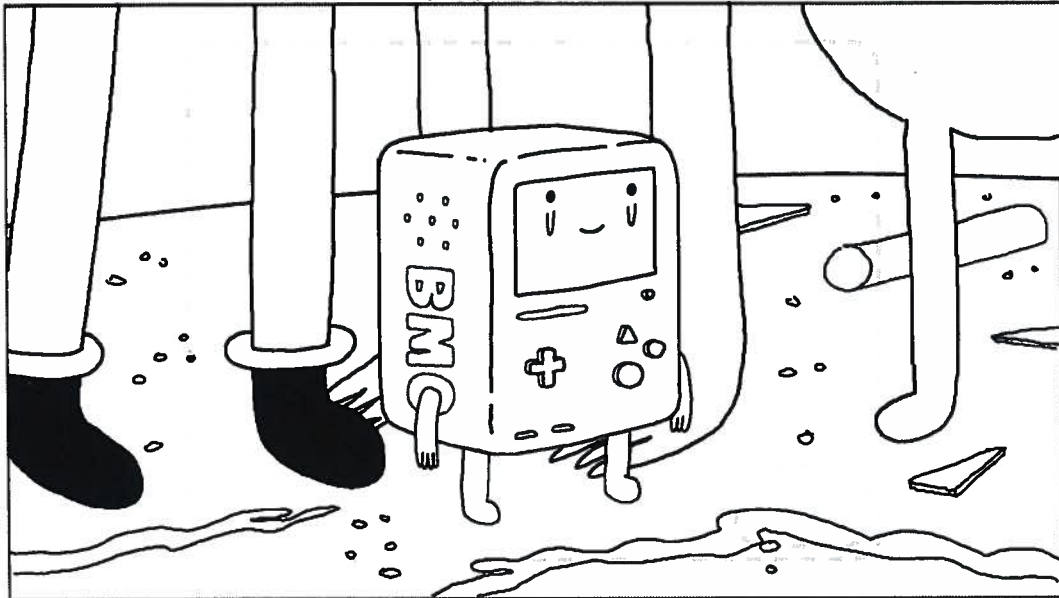


Sc. 138

Pnl. *A*

Bg.

day night



Dialog:

① H A H A W E I R D D A Y S
M A N , G I V E M E A
M I N U T E T O C A T C H U P .

Action:

Timing:

FEB 25 2016

Production :

EPISODE # 1042-248

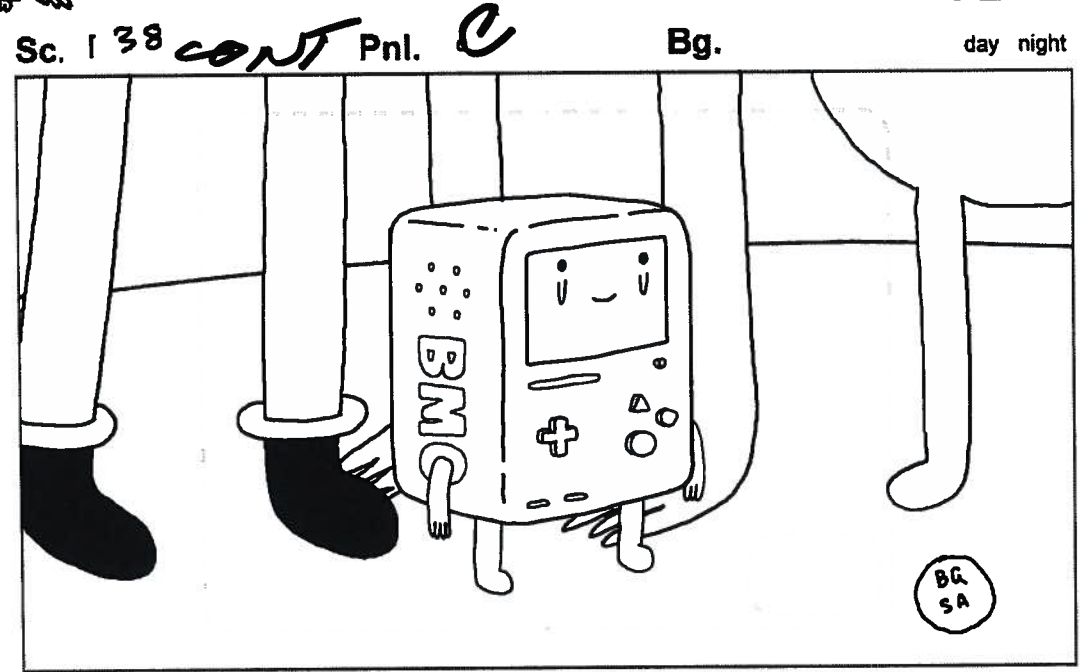
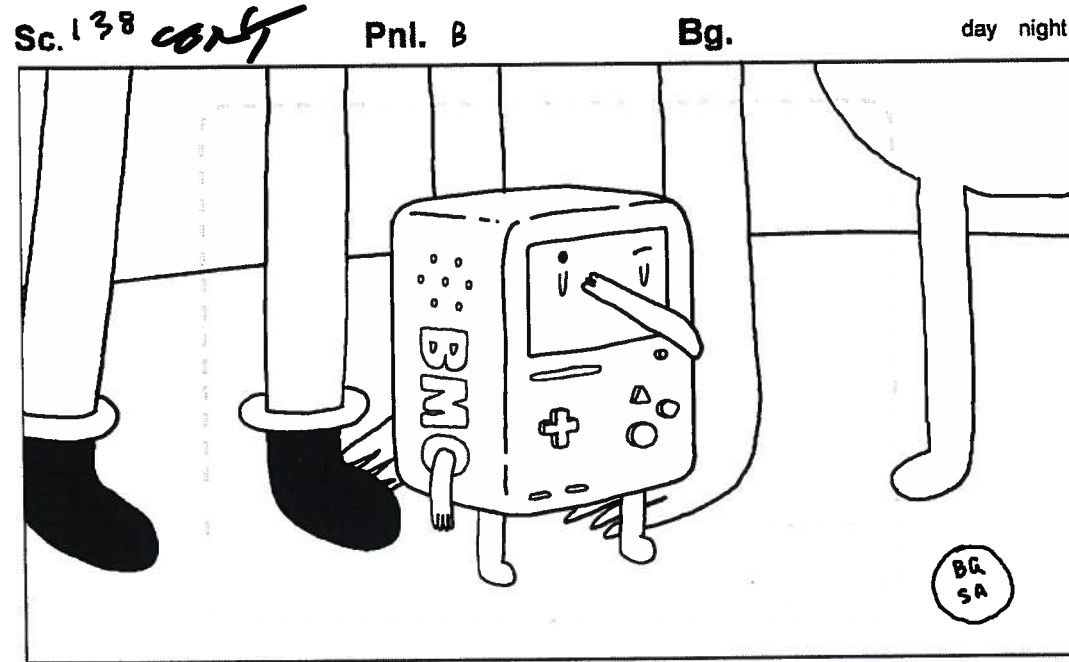
1042 248

1042 248

ADVENTURE TIME



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Dialog:

Bmo : SNRT :

Action:

Timing:

FEB 9 5 2016

1042-248

EPISODE #

Production :

1042 248

1042 248

ADVENTURE TIME



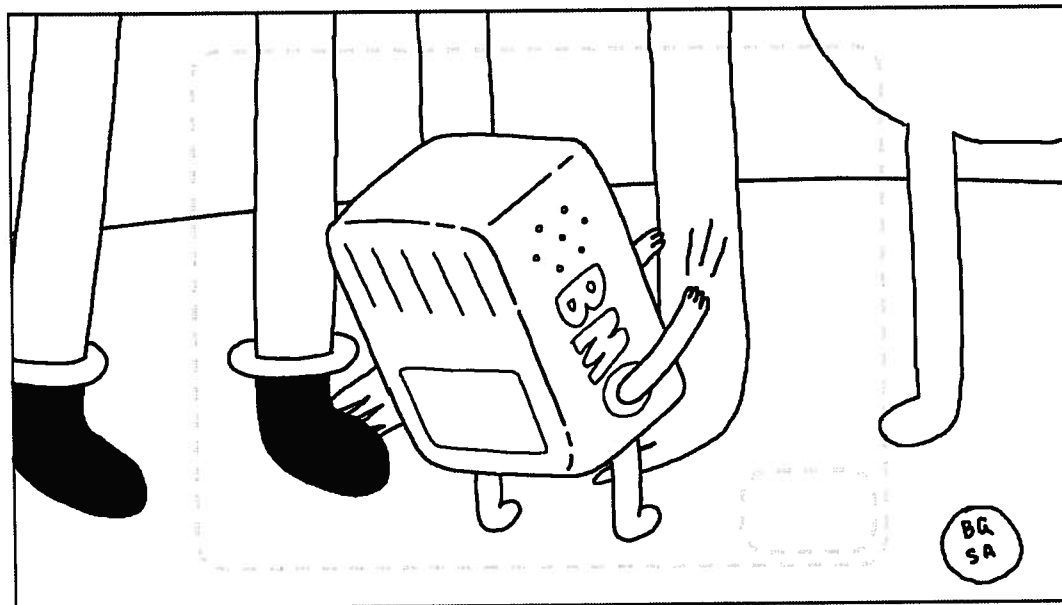
Page 274

Sc. 138 *cont*

Pnl. D

Bg.

day night

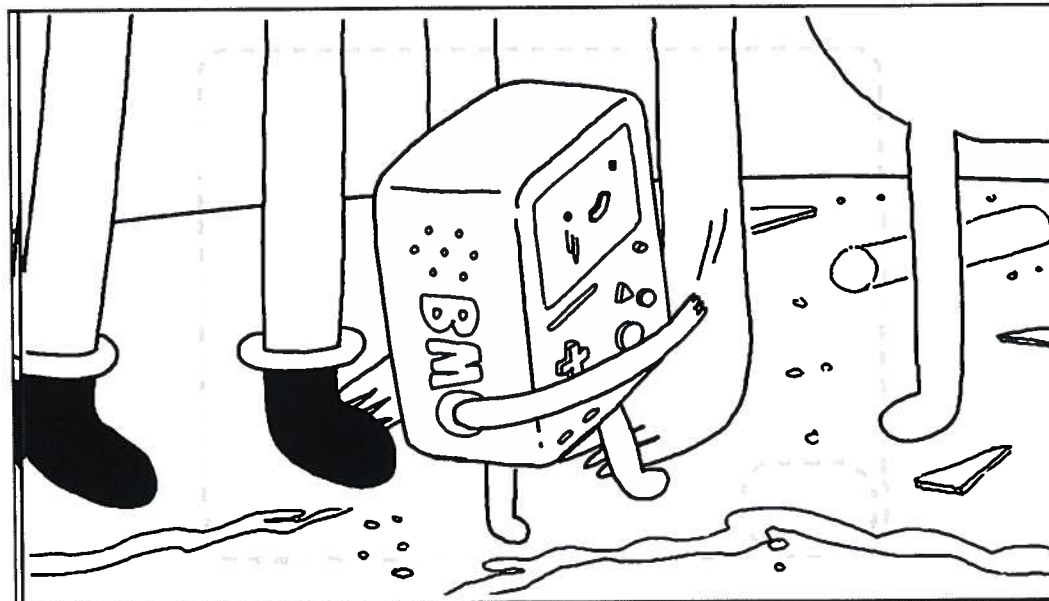


Sc. 138 *cont*

Pnl. E

Bg.

day night



Dialog:

~~BMO~~ HEY... YOU GONNA EAT
THAT....

~~BMO~~ BMO CAKE ?

Action:

:: TUG TUG ::

FEB 25 2016

Timing:

EPISODE # 1042-248

Production :

1042 248

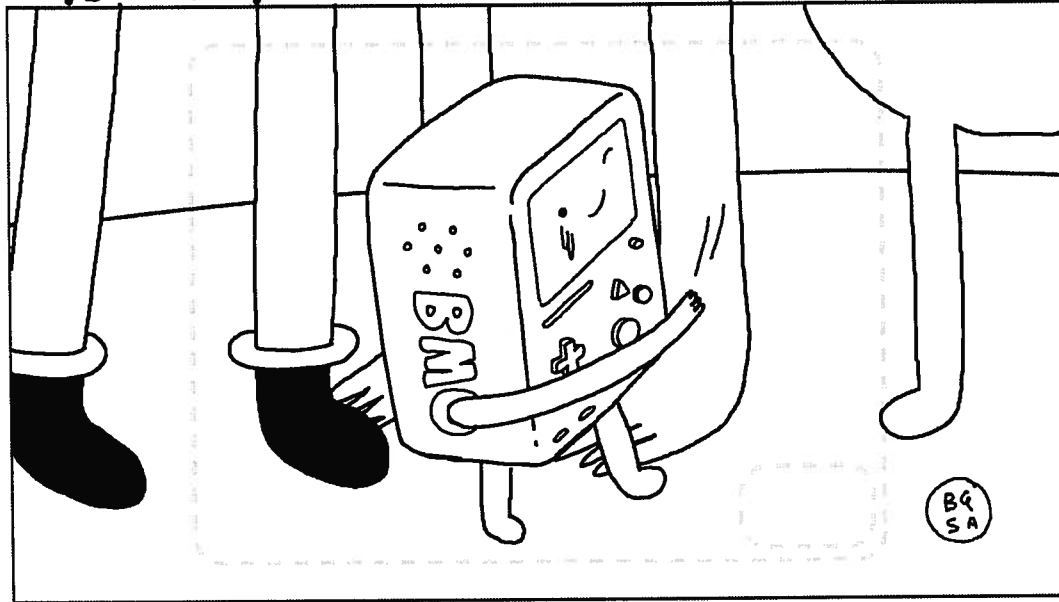
1042 248

ADVENTURE TIME

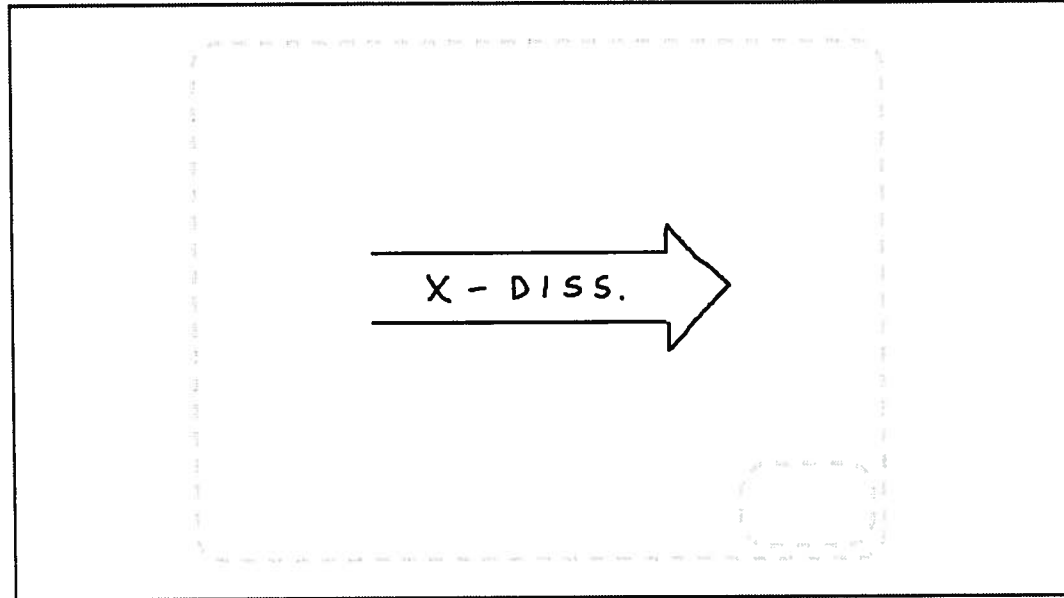


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Sc. 138 cont Pnl. F Bg. day night



Sc. 138 cont Pnl. - Bg. - day night



Dialog:

Action:

W I N K .

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

ADVENTURE TIME



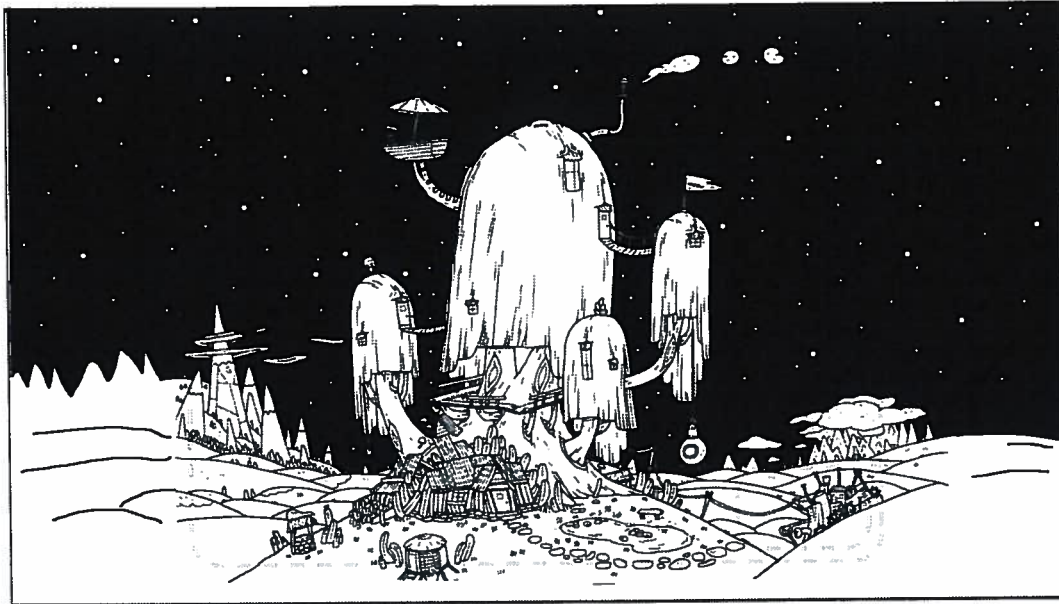
Page 276

Sc. 139

Pnl. A

Bg.

day night

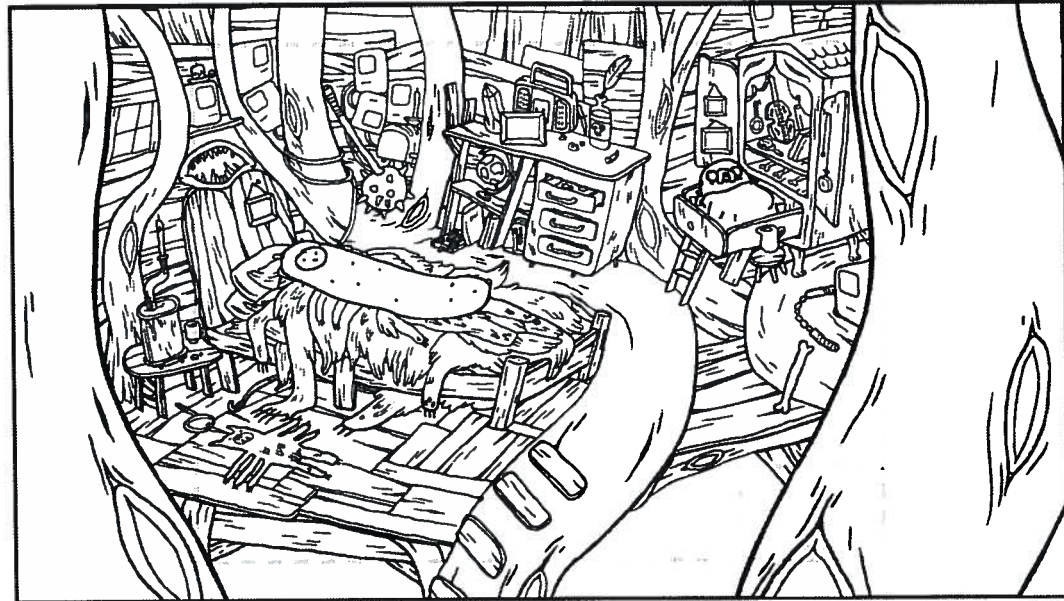


Sc. 140

Pnl. A

Bg.

day night



Dialog:

Action:

- TREEHOUSE EXT. AT NIGHT

FEB 25 2016

Timing:

1042-248

EPISODE #

Production :

1042 248

1042 248

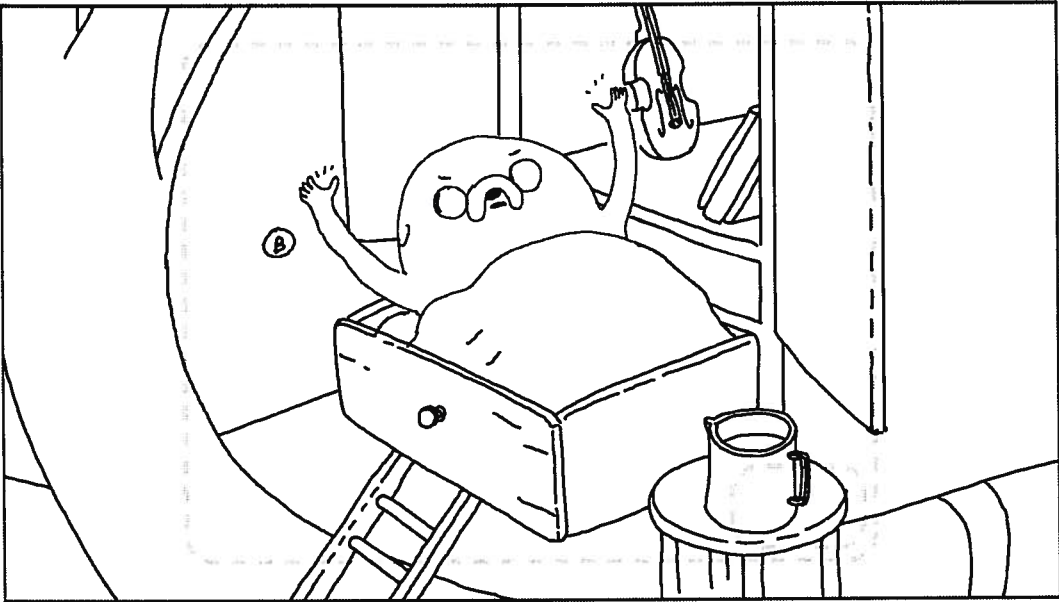
1042 248

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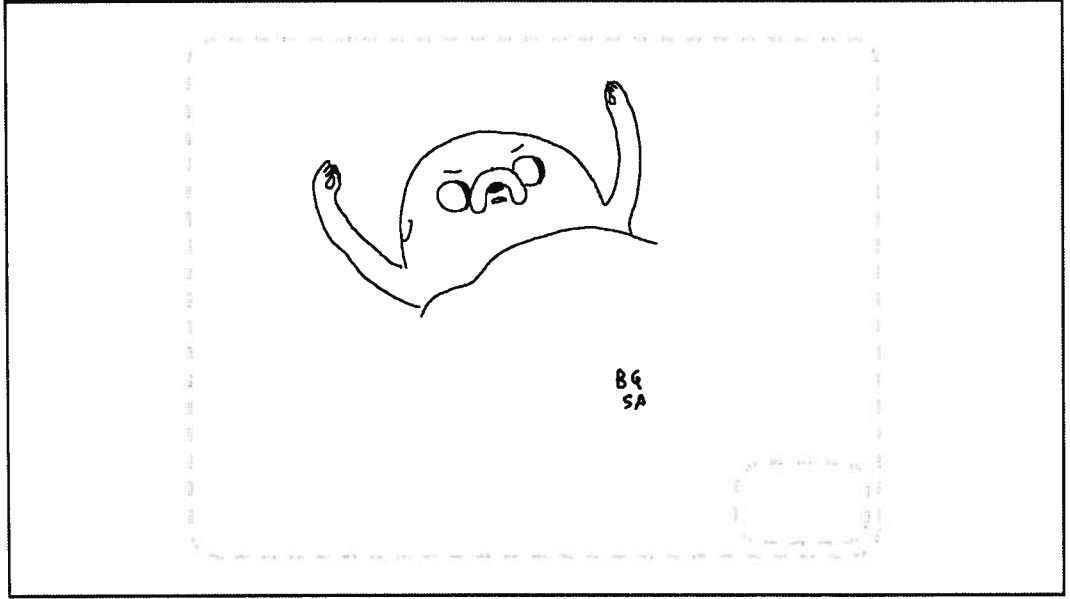
ADVENTURE TIME



Sc. 141 Pnl. A Bg. day night



Sc. 141 *cont* Pnl. B Bg. day night



Dialog:	
⑤ SFX = TAK = TAK = TAK =	⑥ MY HANDS ARE STILL TACKY FROM BREAKFAST SYRUP.
Action:	
⑦ A B A B A	- J. OPENS AND CLOSES HANDS.
Timing:	
	FEB 25 2016



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EPISODE #

Production :

1042 248

ADVENTURE TIME

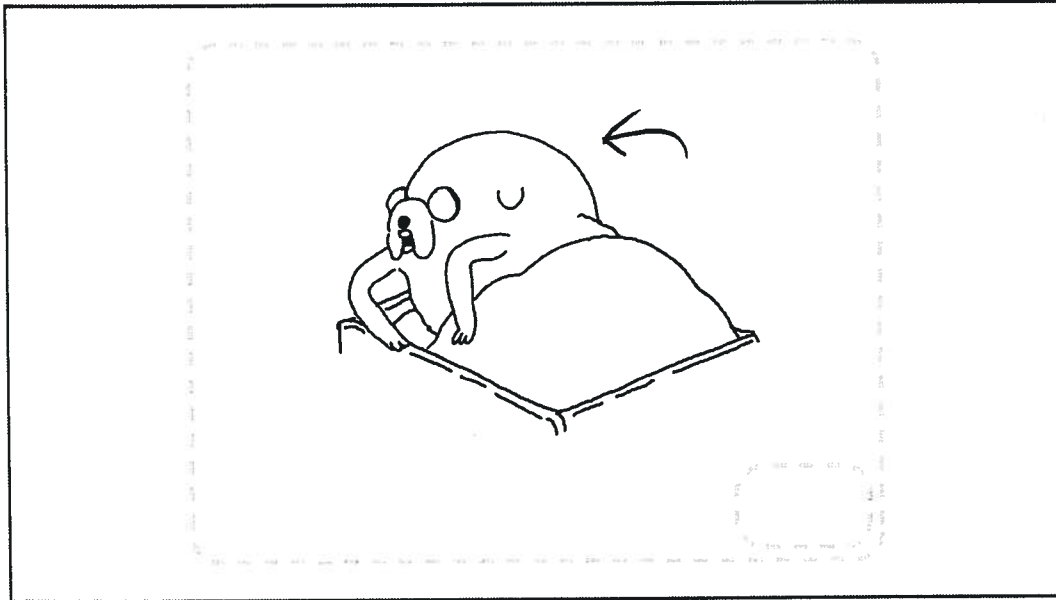


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Sc. **141 cont** Pnl. **C**

Bg.

day night

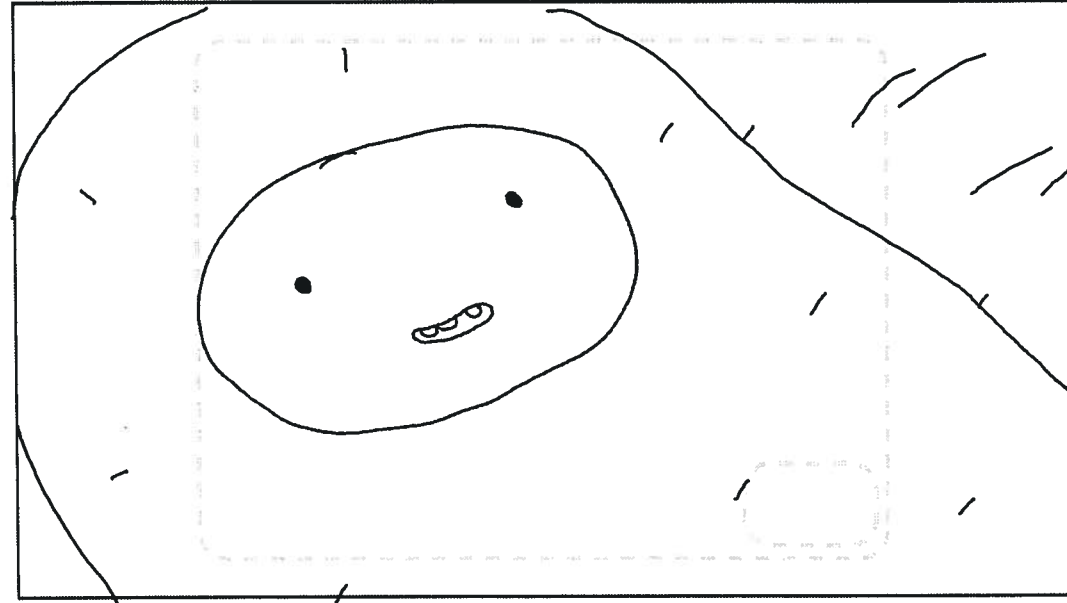


Sc. **142**

Pnl. **A**

Bg.

day night



Dialog:

Q HEY! DO YOU THINK GRASS FINN'S
LOCO?

Q I THINK HE'LL BE O.K.
HE JUST NEEDS A PLACE
TO CRASH WHILE HE FIGURES

Action:

SOME STUFF OUT.

FEB 25 2016

Timing:

1042-248

EPISODE #

1042 248

Production :

1042 248

ADVENTURE TIME



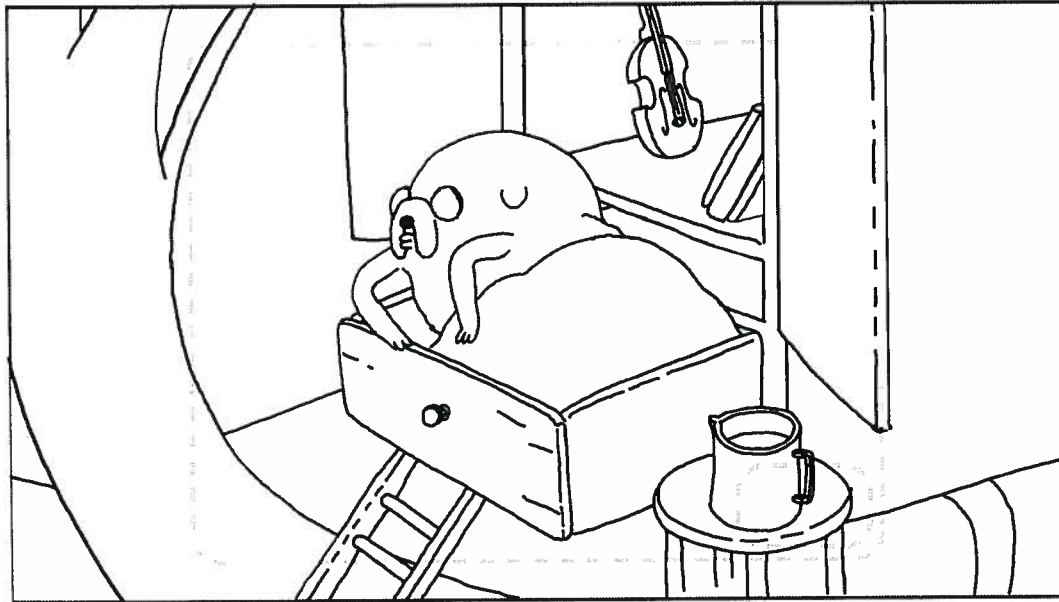
Page 279

Sc. 143

Pnl. A

Bg.

day night

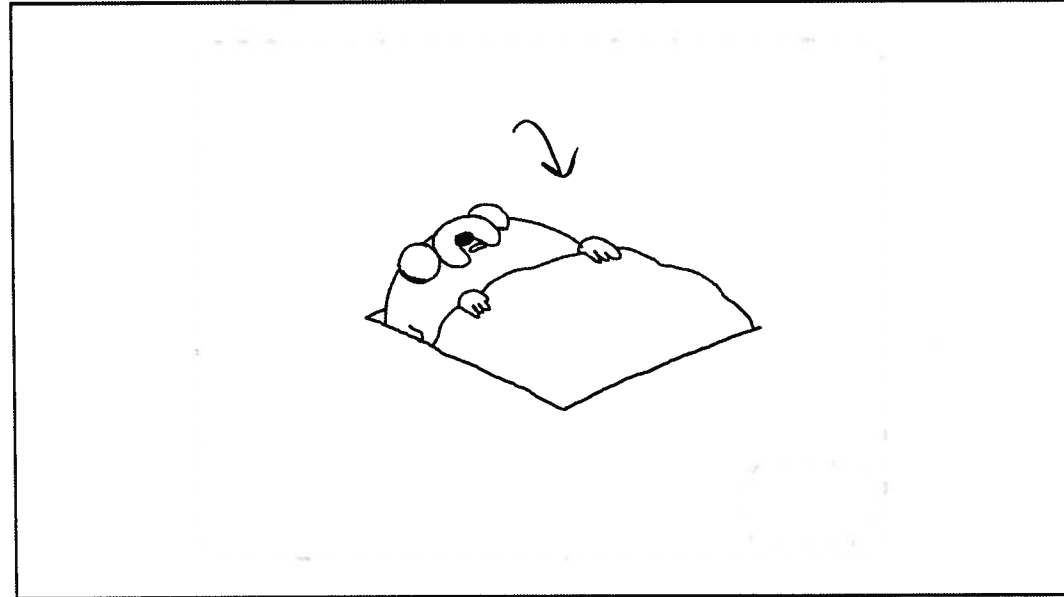


Sc. 143 *cont*

Pnl. B

Bg.

day night



Dialog:

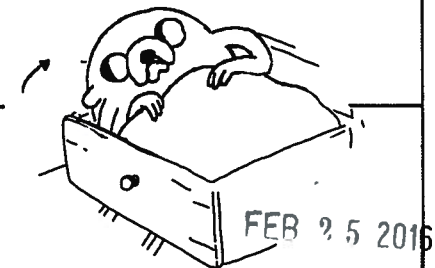
o.k.

Action:

- J. SETTLES INTO BED

Timing:

SP



EPISODE # 1042-248

Production :

1042 248

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1042 248

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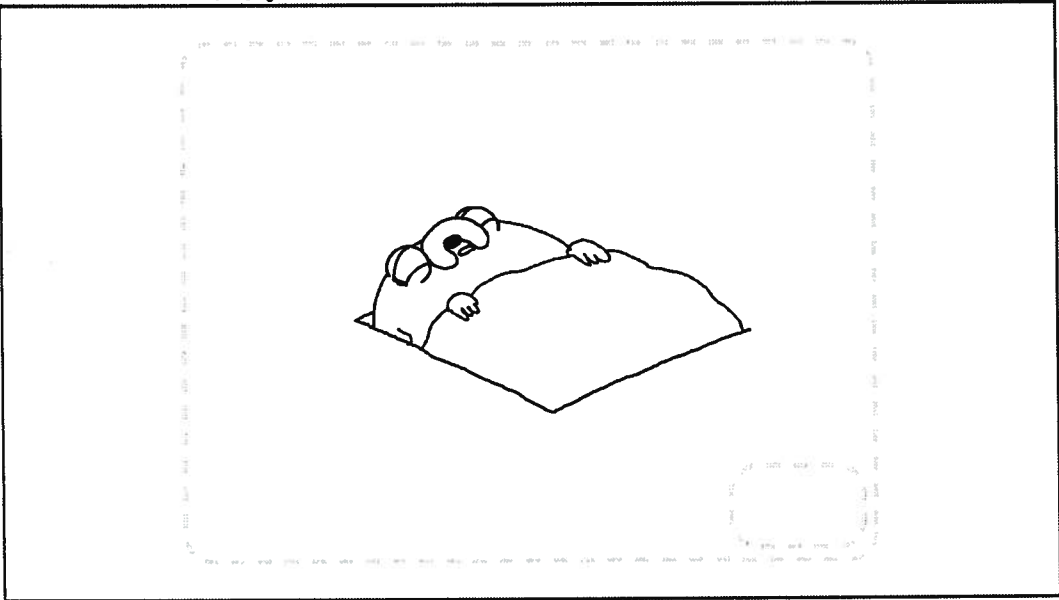
ADVENTURE TIME



Sc. 143 *CONT* Pnl. *C*

Bg.

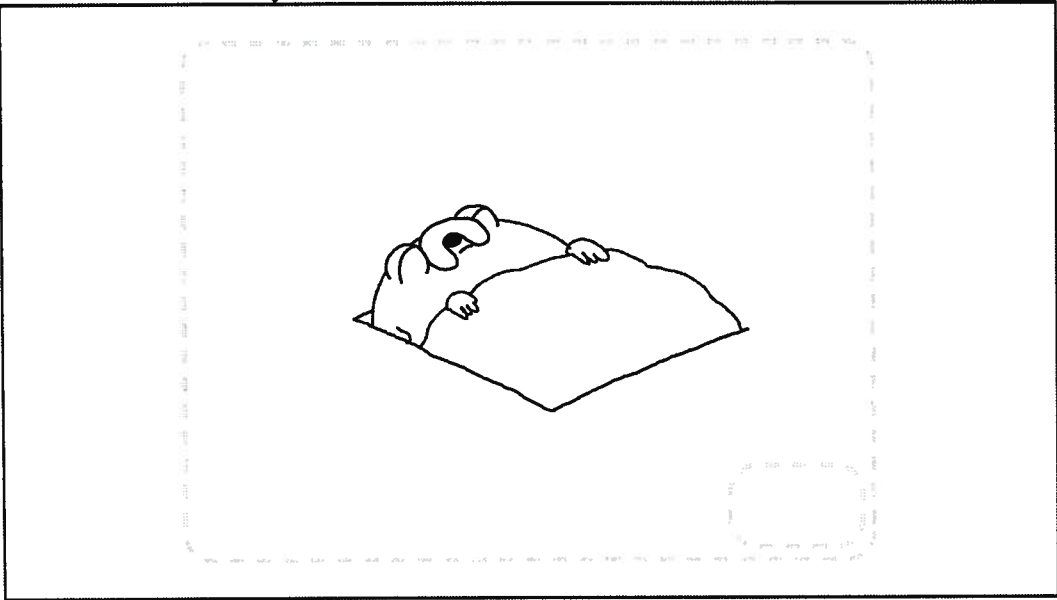
day night



Sc. 143 *CONT* Pnl. *D*

Bg.

day night



1042-248

EPISODE #

1042 248

Dialog:

① = zzzz ::

Action:

- J. FALLS ASLEEP.

Timing:

FEB 25 2016

Production :

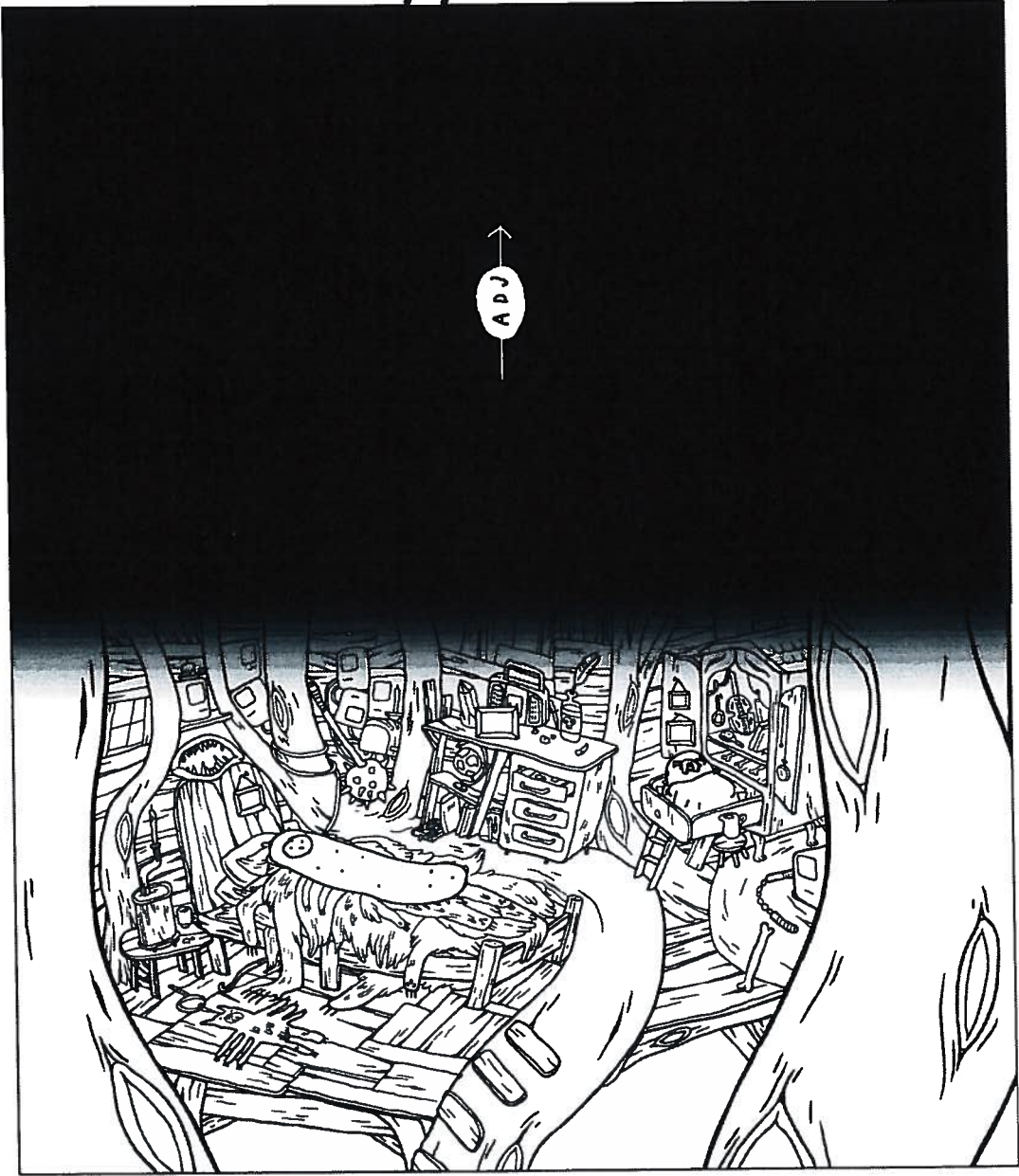
1042 248

4 2

1042 248

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Sc. 144 Pnl. A Bg. day night



- PAN UP TO ROOF.

Sc. 145 Pnl. A Bg. day night



- GRASS FINN MERGED W/ FOLAGE OF TREE

1042-248

EPISODE #

FEB 25 2016

Production :

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1042 248

ADVENTURE TIME



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Sc. 196

Pnl. A

Bg.

day night

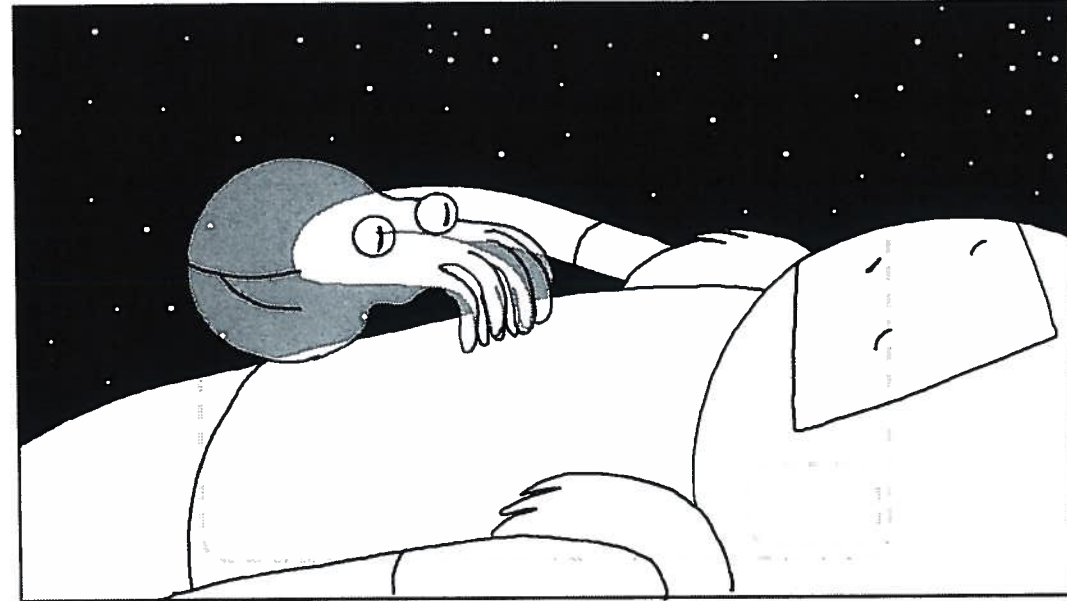


Sc. 196 *CONT*

Pnl. B

Bg.

day night



Dialog:

G.F.: [SLEEP MUTTERING]

SFX: * VMMM *

Action:

~ BEAT ~

- IMAGE OF SPIDER DISSOLVES ON/S.

- SPIDER DOESN'T ENTIRELY

MATERIALIZE.

FEB 25 2016

Timing:

- ① APPEARS
- ② WIGGLES "FINGERS"
- ③ STOPS.

EPISODE # 1042-248

Production :

1042 248

1042 248

1042 248

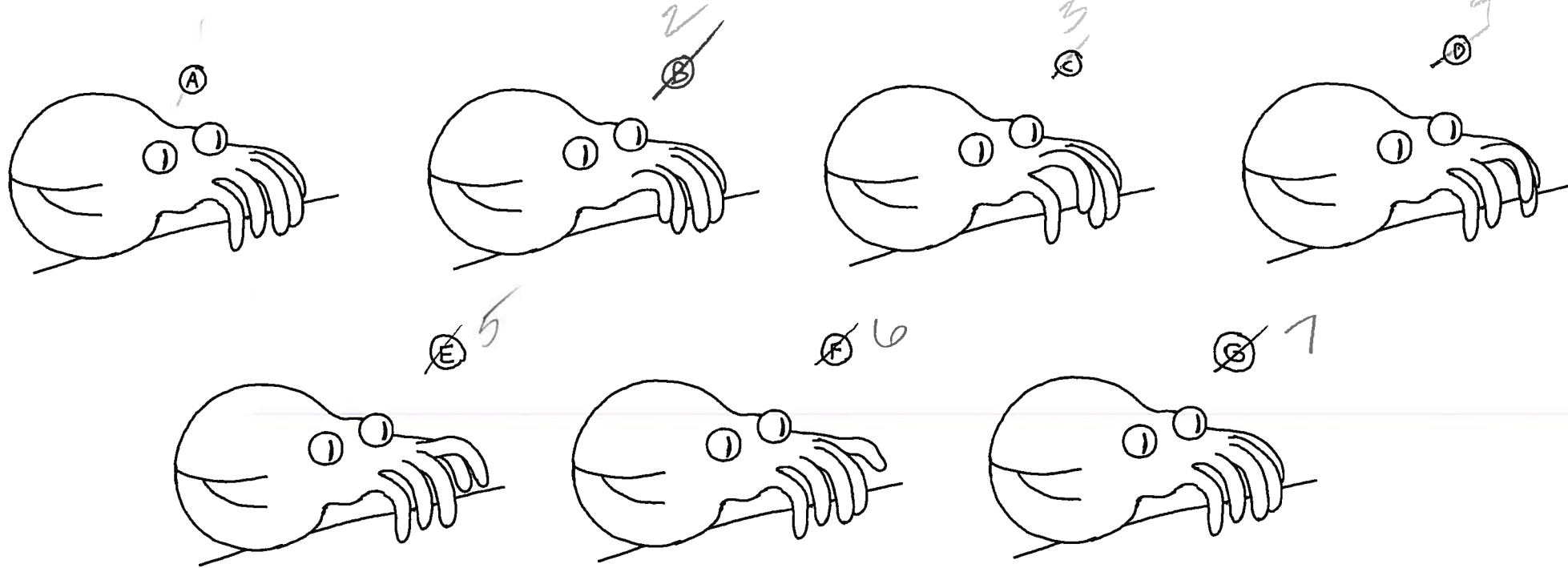
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ADVENTURE TIME



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POSE
REF.



FEB 25 2016

Production :

EPISODE #

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ADVENTURE TIME



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Sc. 146 *cont* Pnl. <

Bg.

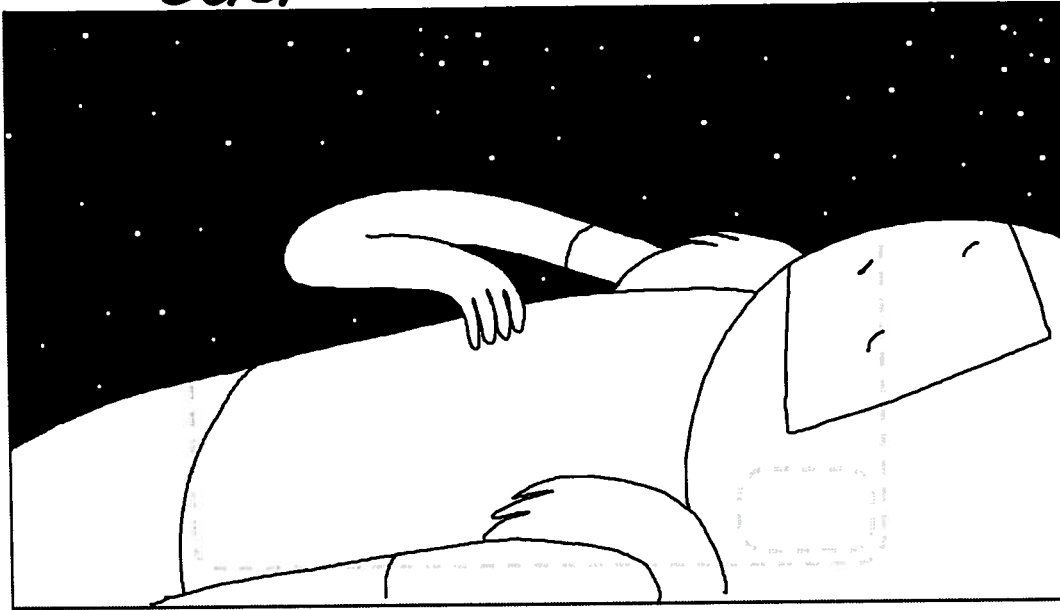
day night

Sc. 147

Pnl. A

Bg.

day night



Dialog:

Action:

④ SPIDER
DISAPPEARS.

Timing:

FEB 25 2016

Production :

EPISODE # 1042-248

1042 248

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